Galaxy Command

70s Flavored Space Opera for D20 Future

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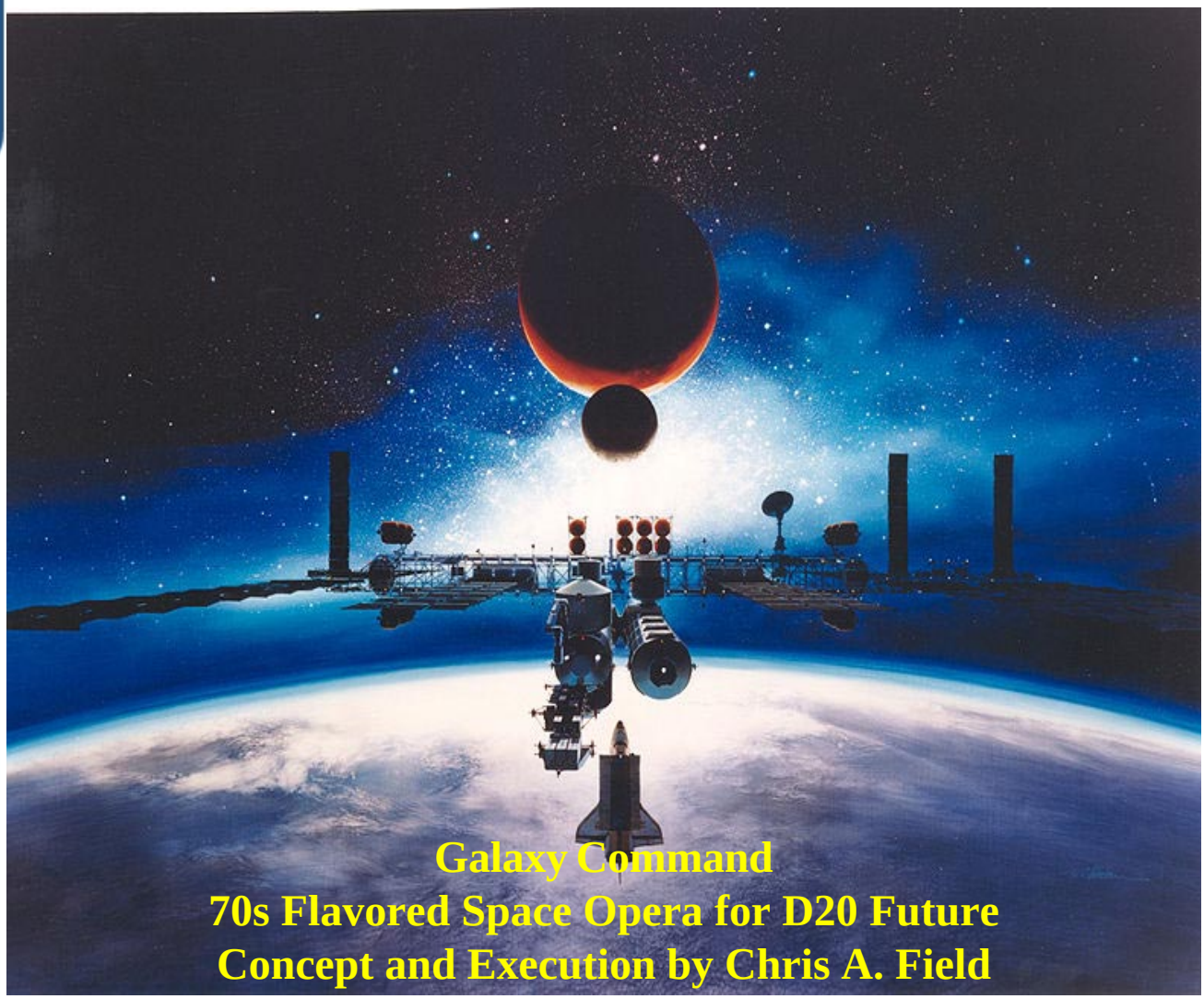
3.5 SYSTEM COMPATIBLE

Chris A. Field



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70s Flavored Space Opera for D20 Future
Concept and Execution by Chris A. Field

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"Respond, vibrate, feedback and resonate.
Sundogs fire on the horizon, meteor rain stars across the night
This moment may be brief, but it can be so bright.
Hope is epidemic, optimism spreads."
-Rush, Chain Lightening

Galaxy Command began because of the impulse purchase of a $9.99 DVD collection from a used bookstore. As I was putting the finishing touches on the APEX sourcebook and recoiling with horror at the very real crimes of 2009's anti-choice movement, I spotted a collection of obscure 70s sci-fi TV shows on a rack at a bookstore near my apartment. Even I, a lifelong sci-fi fan had never heard of them, which once I checked the copyright dates on the collection, isn't surprising. The most recent of the three series on the disk ran for one and a half seasons during 1978-79. At that time, I was a newborn, living in a plywood shack in the woods outside of Kerrville, Texas with my hippy parents. Not shocking that I'd never heard of Jason of Star Command, Space Academy and Ark II.

Naturally, I did what any of you would do. I plunked down my ten dollars and bought the thing. After all, it had Scottie from Star Trek staring in one of the shows, and a 'hyper-intelligent, talking chimpanzee' as the sidekick in one of the others, at least as far as the back of the box promised. I get the collection home, pop it in, and try (vainly) to answer my brother's first question upon seeing this thing: "Who the hell is the little Hispanic kid with the bright blue afro?"

The trio of shows were every bit as cheesy as I'd imagined. Filmed on a budget that today might buy you an X-Box game (if you got it used), the shows were incredibly lazy. Claymation monsters that 'turned invisible' when they attacked, to save the cost and time of actually animating them in battle, 'laser rifles' which are obviously 5 gallon water jugs with lights strung inside, plywood space station sets, the same Arizona-looking soundstage used for EVERY alien planet and asteroid, plots that defined repetitive until they became the Platonic ideal of repetition and boredom….
Still, as bad as the shows were, they certainly made me smile, and got me thinking.

The plots of the shows (especially Space Academy, the best written and acted of the trio) weren't much worse than the big sci-fi names of the era, namely Star Trek and the original Battlestar Galactica. In fact, a few of the basic plots reminded me forcefully of later, bigger budget, more intelligent shows: Star Trek: The Next Generation and Babylon 5. Even better I realized that even though Star Command and Space Academy were pretty bad television, their tropes would make for some pretty good, retro-flavored gaming. I had a note pad in my lap the whole time I was watching the cheese-fest, scribbling away madly.

I decided I had no reason not to put out a 70s space opera product. Some of you would enjoy it, I'd make some more money, and it would serve as a good palate-cleanser after working on the serious, heavy Otherverse America setting, especially now. So for the next few thousand words, no politics, no abortion, no religion, and certainly no undeserved deaths, just laser guns, heroic astronauts, space fighters, talking chimps, and Space-Communists.

What You Need To Play

Galaxy Command is a (mostly) stand alone mini-campaign inspired by the future, as imagined by the worst sci-fi authors of 1977. You can certainly play with just this sourcebook, but a few Otherverse Games releases will probably be helpful.

Guide to the Known Galaxy (2008):
While heavily enmeshed with the cosmology and galactic politics of Otherverse America, this sourcebook is also a love song to space-opera. This sourcebook is an excellent idea book and monster manual, detailing every corner of a very dangerous Milky Way. It's relatively easy to ignore any direct references to the Earth of 2107, and instead fit the cosmology into the future history of Galaxy Command.

The Lifechained monstrosities described in this book make excellent alien threats and enigmas. The Lifechained Feats presented in this sourcebook are a bit higher power than the abilities displayed by the heroes of 70s sci-fi shows. While minor psionics and advanced technological gadgets are common, actual superpowers are relatively rare. Individual gamemasters might want to restrict Lifechained feats to keep characters on a roughly even power level, especially if their campaign is modeled on a mostly human series like Star Trek or Space Academy.

The Lifechained Feats are a good choice if your campaign is running a campaign owing more to comics than network TV, since comics creators of the era were limited only by their imagination, not their special effects budget. Lifechained abilities (and the unique alien races described in the Guide) would feel right at home in a campaign riffing on concepts from Shooter-era *Legion of Superheroes* or Dave Cockrum's space-faring *X-Men* run. Speaking of old school LOSH, many of the new races in the Guide are a direct homage to concepts from that long running comic series, as are a few of the new races here. Enjoy.

Conversion

While most of the characters and concepts in Guide to the Known Galaxy can be used without modification in a Galaxy Command game, the histories and motivation of two of the most human-like star-gods, Commander Roe Athene and Artemis are directly tied to the future history of the Abortion War and require some rethought.

In the universe of Galaxy Command, the Abortion War never began, and if there was ever any violence over the subject, it was centuries ago, before humanity evolved into its new, utopian era. Roe Athene remains an immortal star-goddess, who acts as humanity's protector and advisor as the race explores the cosmos. Roe Athene helped found Galaxy Command, and trained the first generation of cadets, but as the centuries stacked up, took less and less active a role in the day-to-day running of the organization.

As in the Otherverse, she does not want her presence to stifle humanity, and has no interest in being the immortal ruler of humanity. She can be found on the fringes of human controlled space, helping starships and out-colonies crossing Phallus Space. An encounter with her should be rare, and memorable, and her presence offers a convenient dues ex machina to save a stricken PC starship.

Artemis remains a threat to humanity, even if the exact rationale for that threat changes slightly. Her aeons long hatred for her divine Mother still smolders, but it is a hatred driven by greed, ego and rage rather than guilt and madness. Artemis has allied herself with WARSTAR, providing the evil space empire with access to her unique technology and her own considerable firepower. She can be found commanding vast stellar armadas, and makes an ideal final conflict for epic-level heroes, whose defeat brings a long campaign to an end.

The Half Grey retain their origin as a freed slave species. Their ancestors, the Truegrey were created by Artemis and the WARSTAR as living weapons. The Truegrey, in turn, created the Half Grey as their own servants. Through the efforts of Roe Athene and the young Galaxy Command, with the help of courageous Half Grey rebels, the Truegrey were eradicated from the Milky Way. Today, the Half Grey live as free citizens of the galaxy, but are usually found among their own kind. They suffer distrust and prejudice from other humanoids, who wonder if the clone species have secretly been programmed for mindless obedience to Artemis and WARSTAR, like their ancestors were.

Psi-Watch (2007): As humanity evolves, psionic powers become more and more common. Virtually every character- human and otherwise- in a Galaxy Command campaign has at least a trace of psi-potential. Being able to read thoughts or manipu-

late objects telekinetically is no more extraordinary than a natural talent for music or medicine.

Psi-Watch provides more than a hundred psionic feats to choose from, making it an invaluable resource for a Galaxy Command campaign. In keeping with the flavor of the source material, the gamemaster might want to restrict characters to the lower-level Psionic Precursor feats. Of course, if you're running a comic-based campaign, the sky is the limit, and full Psionic Feats become a great choice.

Most of the player races (and many of the advanced classes) described in Psi-Watch can be used in Galaxy Command with just a little modification of flavor. The Culture are an ancient, imperious race of ultra-advanced near-humans, with a proud marital tradition. They can easily be re-imagined as a kind of Vulcan/Klingon hybrid, allowing gamers to encounter familiar pop culture icons which aren't so familiar as to be boring.

Dept 7 Advanced Class Update: The Void Sparrow (2009): The Void Sparrow is an obviously space-opera concept, inspired by the mid-80s cartoon *Silverhawks*, which itself owed its genesis to the bad TV of a decade prior. Void Sparrows have an amazing edge in space combat, a unique flavor with a rich implied setting, and are designed to be fun and memorable to play. Playing a Void Sparrow provides gamers with a very direct way to take the fight to the setting's space pirates and xeno-pirates- there's something righteously thrilling about leaping out of an airlock to do battle without needing either ship or spacesuit.

Dept 7 Advanced Class Update: Sentai Spectrum Ranger (2006): The Spectrum Ranger owes its creation to another standby of 70s sci-fi, the *sentai* adventure show. Players wanting to build a team inspired by the Thunderbirds, Voltron, or G-Force can do so, by mixing and matching Spectrum Ranger and Mecha Jockey or Dogfighter levels as desired. Playing an entire multi-colored team of Spectrum Rangers captures the feel of forced diversity and cookie-cutter characters common to most 70s TV and would be an interesting variant campaign. In fact, its such a good idea, I might just find myself working on a *mecha-in-space* sourcebook sometime soon.

Giants in the Earth (2009): This mid-length sourcebook is an absolutely sweet collection of dinosaur stat-blocks. Nothin' more, nothin' less. The monsters in this book make great adversaries if you want simpler, more plausible beasts than the Lifechained abominations in the Guide to the Known Galaxy. Plus, since all the monsters in this sourcebook have the animal type, they represent potential weapons, companions and allies for Hiawathan player characters and psychics with the Animal Bond feat. Want to make them more alien? Just steal the stat-blocks and describe 'em as something more interesting and alien than a dinosaur.

Free20: Monkey Business (2008): If there's one thing the Seventies loved (aside from cocaine) it was monkeys. Every damn show I've seen from that era had a chimp or orangutan sidekick, so I'd be remiss if I didn't remind gamers of this 8-page mini-splat. Plus, it's free, so download it already, stuff your Awakened Chimp in a spacesuit, and get to saving the galaxy.

Welcome to Galaxy Command

Galaxy Command takes place in the Stellar Year 3476.

Galaxy Command is an all-analogue future, a sci-fi utopia where technology got better, but society still resembles America, circa 1976.

Galaxy Command is a coalition of a hundred sentient races that governs the Milky Way Galaxy and battles tirelessly against the evil stellar empire, WARSTAR.

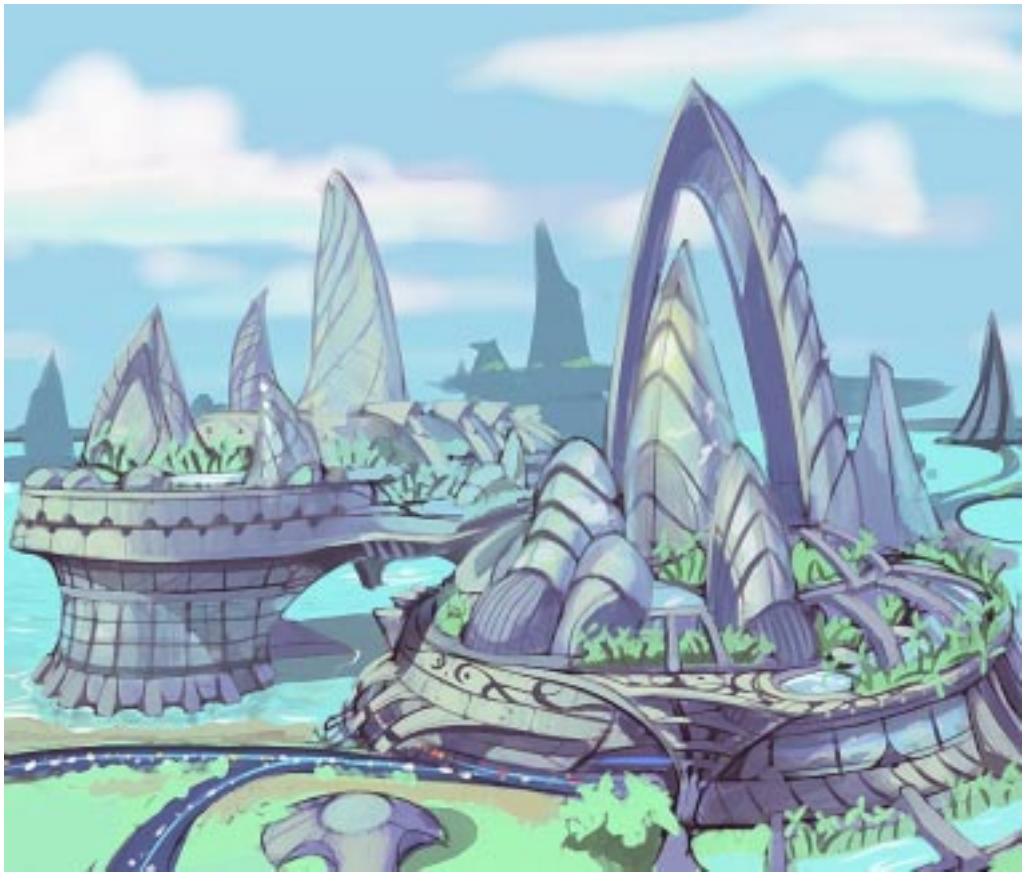
Galaxy Command is an interstellar band of astronauts, scientists, police officers, galactic marshals, military geniuses and diplomats, all banded together to make a finer universe.

Galaxy Command is a gleaming, plastic and polyester future where billowing Afros never went out of style, and futurism takes a back seat to pulp flavored adventure.

That's all you really need to know. We'll make up the rest as we go along.

Story & History

Galaxy Command's reach stretches across the known universe, from one end of the Milky Way to another. Their laboratories help provide food and



medical assistance to a million-plus needy worlds, their diplomats mediate between warring star systems, their star-gate network links one spiral arm to another.

Galaxy Command officials, especially their legendary Galactic Marshals are known and trusted through out the galaxy. Galaxy Command starships are a common sight in every spaceport capable of handling warp travelers, and their probes explore the dark mysteries at the center of the galaxy.

Galaxy Command is governed by an inter-planetary Senate, whose representatives are chosen by the population of the member worlds. These Senators meet through holo-conference via a no-delay faster-than-light communications system. Each century, new Senators are welcomed into the governing body at the galactic capital on Andromeda VII.

Andromeda VII is one of the most beautiful and fortified worlds in the cosmos, as it home not only to the Galactic Senate, but also to The Adam Intelligence, an ancient AI which acts as prime minister for the Galaxy Command, and has guided the organization since its inception, more than 20 centuries ago.

The Adam Intelligence predates humanity by several million years, and may be one of the oldest consciousnesses in the known galaxy. Intelligent and kind, it acts as a teacher and mentor for the young recruits to Galaxy Command. Most of the teachers at the various Command Academies scattered throughout the galaxy are extensions of this ancient intellect.

For the last six centuries, Galaxy Command has been locked in a struggle with the tyrannical WARSTAR Regime, a loose confederation of murderous alien tyrants, star pirates and would-be conquerors. Galaxy Command has had to relearn the secrets of warfare that had, thankfully, been lost over the past few millennia of galactic peace.

Galaxy Command Starting Occupations

The following starting occupations are suitable for heroes in a Galaxy Command game. Many of these starting occupations are minor variants of the versions found in D20 Future, others are unique to the setting. In the case of the modified starting occupations, they've been changed so that all occupations provide a bonus feat, and allow younger characters to take up the path. Players can also use Starting Occupations from D20 Modern, or any other source, including Otherverse America.

Starting Occupation: Academy Cadet

The most intelligent, dedicated children in all the cosmos are welcomed into one of the myriad Galaxy Command training academies and trained in the diverse skills the 35th century needs from its young people. Academy Cadets are taught military tactics, medicine, galactic history and xenopolitics, and a hundred other skills besides, learning at the feet of the near immortal Grandfather Tutors and their ancient creator, the Adam Intelligence.

Prerequisite: Age 15+, INT 13+, WIS 13+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use, Craft (electronics), Diplomacy, Investigate, Knowledge (civics, current events, earth & life sciences, history, physical sciences, popular culture, tactics, technology), Navigate, Pilot, Repair, Research, Treat Injury

Bonus Feat: Aircraft Operation, Builder, Educated, Gearhead, Medical Expert, Renown, Starship Operations, Trustworthy, Zero-G Training

Wealth Bonus Increase: +1

Reputation Bonus Increase: +2

Special: Academy Cadets have a special connection to the paternal Adam Intelligence. When using an action point to call in a Dues Ex Machina effect with their Galaxy Command Energy Badge, the Academy Cadet may attempt a DC 20 Charisma check. If successful, the cadet retains the action point required to activate the effect.

Starting Occupation: Astronaut Trainee

As scientists and pioneers, astronaut trainees have prepared their minds and bodies for the rigors of space travel and life in space. They are elite members of a sophisticated space program, waiting for the opportunity to hurl themselves into the void to advance humanity's understanding of science and shed light on the mysteries of the universe.

Prerequisite: Age 14+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use , Craft (electronic, mechanical, or pharmaceutical), Knowledge (earth and life sciences, physical sciences, tacticsor technology), Navigate, Pilot, Repair, Survival

Bonus Feat: Select either Aircraft Operation (spacecraft), Spacer, Planetary Adaptation or Zero-G Training.

Wealth Bonus Increase: +1.

Reputation Bonus Increase: +1

Starting Occupation: Colonist

Colonists are wayfaring pioneers who set the foundations of new societies on far-flung continents, planets, or moons. To survive in their new surroundings, they learn to live off the land and defend themselves against indigenous predatory life forms and hostile forces of nature.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Computer Use, Craft (electronic, mechanical, or structural) , Knowledge (earth and life sciences or physical sciences), Navigate, Repair, Survival .

Bonus Feat: Select Builder, Endurance, Guide, Personal Firearms Proficiency or Planetary Adaptation

Wealth Bonus Increase: +1

Starting Occupation: Drifter

Drifters are aimless wanderers and worldwise jacks-of-all-trades who move between cities or star systems, working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

Prerequisite: Age 14+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Bluff, Decipher Script, Disable Device, Disguise, Forgery, Gamble, Gather Information, Hide, Knowledge (streetwise), Navigate, Sleight of Hand

Bonus Feat: Select either Brawl, Endurance, or Lightning Reflexes

Wealth Bonus Increase: +2

Starting Occupation: Gladiator

Gladiators have been fighting all their lives, whether on the streets or in some form of arena. They include disenchanted youths and poverty-stricken hoodlums looking to trade fists for cash, clones bred in secret labs to fight from birth, and low-ranking members of a society's warrior caste.

Prerequisite: Age 16+.

Skills: Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Balance, Intimidate, Knowledge (streetwise, tactics), Treat Injury, Tumble.

Bonus Feat: Select either Brawl, Dodge, Endurance, Exotic Melee Weapon Proficiency or Combat Martial Arts.

Wealth Bonus Increase: +1

Reputation Bonus: +1

Starting Occupation: Heir

Heirs are the elite sons and daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future . . . assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (visual art or writing), Knowledge (art, business, civics, current events, or history) Perform (any), Ride, Sense Motive

Pre-Selected Feat: An heir must choose the Educated feat as one of her starting feats at 1st level.

and have little fear of even the most mysterious planetoid.

Prerequisite: Age 8+

Skills: Select two of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Escape Artist, Handle Animal, Hide, Knowledge (popular culture), Perform (any), Sleight of Hand, Swim, Tumble

Bonus Feat: Select either Dodge, Nimble, Planetary Adaptation, Run or Stealthy

Reputation Bonus Increase: +1

Wealth Bonus Increase: +0

Bonus Feat: Select either Animal Affinity, Renown, Trustworthy, or Windfall

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +6. An heir may permanently reduce her Reputation bonus by 1 to increase her starting wealth bonus by an additional +1d6; this expenditure must be made before the character begins play. As long as her Reputation bonus is +1 or higher, an heir's wealth bonus can never drop below 10.

Starting Occupation: Mascot

Mascots are the friendly tag-alongs of the group, known more for their antics and cheerful disposition than their skills. In time, young mascots may grow into responsible soldiers and astronauts, while others remain irrepressible, happy-go-lucky adventurers. Mascots are usually driven by curiosity,

Starting Occupation: Scientist's Kid

Seventies adventure serials were filled with the orphaned offspring of super-scientists, many of whom died trying to protect their revolutionary inventions from alien conquerors and space pirates. Often, the scientist's son or daughter must protect the invention or recover it, forcing these gifted, brainy children into a heroic role despite their young age.

A Scientist's Kid usually has parents who are high or mid-level Smart Heroes, Techies or Field Scientists. Usually these parents are unavailable, off on galaxy-spanning adventures, forcing their gifted kids to fend for themselves. Many kids have lost their parents at an early age to espionage or secret plots. Whether the player can call upon his or her

parents for aid is a choice for individual gamemasters to make.

Prerequisite: Age 8+, INT 13+

Skills: Select three of the following skills as permanent class skills. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Computer Use, Concentration, Craft (chemical, electronic, mechanical), Disable Device, Drive, Knowledge (business, earth & life sciences, history, physical sciences, technology), Pilot, Repair, Research

Bonus Feat: A Scientist's Kid receives either Builder, Educated, Gear Head or Medical Expert as a bonus feat.

Reputation Bonus Increase: +1

Wealth Bonus Increase: +2

Starting Occupation: Space Trucker

You make a living hauling cargo between solar systems, at the controls of a rusty old bulk freighter. The pay's decent, but the work is anything but. You spend months of your life in hyper-sleep, and when you're not tanked, you're working 18 hour shifts to load and off-load your cargo. And that's not even mentioning the raiders, xenomorphs and other threats who want a piece of your load…

Prerequisite: Age 18+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill.

Craft (mechanical), Drive, Knowledge (current events, popular culture, or streetwise), Navigate, Pilot, Repair

Bonus Feat: Select either Aircraft Operations, Alertness, Spacer, Vehicle Expert Starship Operation, Starship Battle Run or Zero-G Training

Wealth Bonus Increase: +2

Galactic Almanac

The Galaxy Command universe is a densely populated one, with almost every star system having at least one inhabited world, and most inhabited world boasting at least one sentient species, whether native born aliens or adventurous colonists. In most cases, planets are mono-cultures for narrative convenience- one language, one major ecosystem, one distinct and memorable culture.

The locations briefly described below are a few of the more interesting ports of call in the Galaxy Command future. The homeworlds of major Galaxy Command species are described in their racial write-ups, which follow this section. A few more planets are touched on in the monster roster found later in the sourcebook.

The Academy Cluster: Three of the oldest Command Academies are found in the Betelguse System, near the Hiawathan homeworld. All three of the Academies are artificial planetoids craved from asteroidal rock, and are stationed at various points in the crowded system. The three academies are referred to as Minuteman, Cossack and Samurai respectively, and were originally funded by the United States, Russia and Japan, back in the days before the Old Earth nations finally unified.

The three stations are friendly rivals, each competing fiercely for prestige and accomplishments. The Minuteman station is the largest of the three, and vast the vast majority of Galaxy Command recruits pass through it at some point during their careers. It orbits the Hiawathan Belt, a spectacular debris ring encircling the jungle world.

Algoul: The world's name means "The Demon" in Old Earth Arabic, and the name's appropriate. This swampy, fog-shrouded world is home to some of the deadliest predators in known space. Algoul has very little to recommend it- no native sentient species, no technology, and no hope. Just mud, monsters and eventual death.

Andromeda VII. This small, Earthlike world is the seat of galactic government. The Galactic Senate and the oldest Command Academy are found on the world's central landmass. The Adam Intelligence- a planetary supercomputer whose systems stretch from one end of the planet to the other- governs all aspects of the world, from traffic patterns to rainfall levels and humidity.

The utopian planet is one of the most beautiful in all the galaxy and one of the most highly defended. The bulk of the Galaxy Command space fleet is in orbit around the world at any given time, not to mention a legion of heroes and robotic defenders ready to defend the Intelligence with their lives if necessary.

Athena: This small world orbiting a blue star is home to an exclusively female warrior race which perpetuates itself through innovative cloning procedures. Athenian warriors serve as shock-troopers for Galaxy Command, displaying great courage and military excellence. The Athenians share a common ancestry with humanity, though the two blood lines diverged millennia ago, long before recorded human history began. Though allied with Galaxy Command, they remain segregated and rarely serve on mixed gender vessels.

Note: Athenians are physically perfect, strong, healthy and incredibly attractive and confident. Many have the Solar Empowerment feat and select combat enhancing feats such as Archaic Weapons Proficiency, Blade of the Cosmos and War Clone. Athenians often choose to become Helix Warriors or Dreadnaughts rather than conventional Soldiers.

Charon III: This tiny world orbits a dying white dwarf, and is shrouded in ice, just like the Terran System planet of the same name. It is one of the spookiest worlds in the Command, simply because of its purpose, even discounting its distance from its star. Galaxy Command rarely executes prisoners, preferring rehabilitation instead. However, some creatures are just too evil or too dangerous to let live. Charon III is staffed by a severe, monastic order of Psychic Heroes called the Icebound who specialize in executing condemned criminals painlessly and efficiently.

Cornucopia: This lush world is roughly twice the size of Earth, and is covered in rolling plains and fertile jungle, making it an ideal world for cultivation. Cornucopia is the breadbasket of Galaxy Command, exporting more food to the outer galaxy than any ten other farm-worlds. The planet is tended by a small collective of humanoid androids created by the Adam Intelligence. Though they don't need to eat themselves, they take great pride and pleasure in helping feed the galaxy.

Dinosaur Alley: The frontier planet Pernsia Delta -nicknamed "Dinosaur Alley" -is a scientific curiosity for Terran ecologists. Home to dinosaur like creatures virtually identical to those who lived and died on earth more than 70 million years ago,

the planet's true origins are unknown. Some scientists insist that genetic material blasted out of the Alley by a primordial meteor strike somehow found its way to Earth to spark the dawn of life. Other scientists believe that the Alley is a product of parallel evolution, or a mysterious genetic experiment of an unknown alien intelligence. There are always several teams of Galaxy Command researchers on planet.

Freebooter's Asteroid: This well defended raider hideout is basically an enormous starship carved from an asteroid that dwarfs the Martian object Ceres. Equipped with its own propulsion systems, the Freebooter's Asteroid prowls the border between Galaxy Command space and the frontier. Criminals, terrorists and space pirates of every breed are welcome here, and the Freebooter's Asteroid is usually the only port of call where space's most wanted can rest, repair and resupply.

However, the Asteroid's owners, the Nova-Swarm Cartel knows it has a monopoly on starship repair and resupply, so prices (for everything, right down to oxygen rations!) are at least twice as high as they are anywhere else in the galaxy.

Gembox: The Gembox is a unique world at the edge of a blue binary star system. The small planetoid is covered with crystalline deposits and enormous silicon mountains, which act as components in a gigantic, planet-wide computer mind. Gembox itself is a sentient silicon-based lifeform, which controls every aspect of its planetary geography, and even its orbital position, the way a human controls his own body.

Gembox is gruff and insular, and though it will aid in the battle against WARSTAR, has no great love for the Adam Intelligence. The crystalline planet holds a grudge against the immortal computer for unspecified offenses some time in the distant, distant past. The Gembox is also home to a race of silicon-based humanoids who act as its servitors (and occasionally venture off planet on its missions).

Note: Characters wanting to play a Gembox humanoid should just use human stats with whatever Planetary Adaptation seems appropriate and the Silicon Based feat The aliens are usually Psychic Heroes.

New Argos: New Argos is a flotilla of artificial habitats orbiting a debris ring that used to be the planet Argos. When the planet's star went nova, the survivors evacuated, and more than a century later returned to the devastated solar system and its new red dwarf centerpiece. New Argonites are known for their mastery of many sciences and their technical skill. Asteroid mining facilities, recycling and smelting centers, circuit fabrication and starship drydocks are scattered among the hundreds of small space stations.

The Prison Zone: The Prison Zone is the primary base of operations for the WARSTAR Regime. A dark and dangerous region of mostly uncharted space, the Prison Zone encompasses almost an entire spiral arm out in the Eastern sector of the Milky Way.

The region has a dark reputation among stellar travelers, and has been used as a gigantic prison for millions of years. The Prison Zone is known for its strange stellar phenomena, and dangerous solar flares, radiation storms, spontaneously opening and closing wormholes, not to mention a plethora of black holes, make just traveling through the region almost as dangerous as encountering one of its inhabitants.

Anything too dangerous to live, but too tough to die might be found in the Prison Zone. Mammoth golden force fields enclose the entirety of the Prison Zone, and ancient robot drones, some of which predate the Galaxy Command's own mission by millennia, patrol the outer fringes of the zone.

Rigel II Beta: The second moon of the gas giant Rigel II has been converted into the wildest, most debauched pleasure-palace in civilized space. Rigel II Beta is run by a consortium of Syrion and Gravity Cat merchant clans, bartender unions and pleasure-guilds, meaning that the moon's attractive staff knows how to party. Anyone, of any species is welcome, assuming they have credits to spend and check their weapons at the door.

Rigel II Omega: This small, dark moon is the legendary "Gravity Cat Graveyard" and is covered in towering, gothic monoliths and peopled only somber Gravity Cat pilgrims. Anytime anyone tries to apply rigorous science or logic to the Galaxy Command universe, a cat-girl dies. Her grieving relatives bury her here. Please, think of the cat-girls when using this sourcebook.

Rigel II Zeta: The largest amusement park in known space, R-II Zeta is a family friendly counterpart to the debauchery found on R-II Beta. Run by the same Syrion and Gravity Cat trading coalitions, and staffed with highly trained Proximite engineers, the park stretches the length of the planet, and includes over 22 million different rides and attractions, 3 million interactive exhibits replicating famous galactic locations and over 15 million bars, restaurants and gambling halls.

The Starhauler Graveyard: The lifeless Velnon System has become the galaxy's biggest dumping ground. Antique starships, decommissioned weapons and trash of every description is dumped unceremoniously into the system's gravity well, where it eventually spirals into the sun. The Graveyard is a navigation hazard, because of the sheer mass of space debris clogging the region. Many would-be salvagers have perished after an undetected bolt or piece of circuitry gutted their starship at ballistic speeds and added their wrecker-ship (and corpses) to the debris pile. Despite the risk, the Starhaul Graveyard is a fertile picking ground for

salvagers looking for 'good junk'. "Good Junk" in fact is an unofficial greeting for space monkeys working the region.

Synnibar: Synnibar is a roughly egg-shaped, artificial world larger than Mars itself. The ancient construct has its own engines, set inexorably on a course away from the heart of the milky way. The construct-planet is home to some of the most bizarre and diverse xenoforms in the cosmos. Many of Galaxy Command's greatest heroes, and so do just as many of WARSTAR's most sadistic generals.

Terminus: Terminus is a ruined, completely urbanized world deep in the Galston Cluster. Once a thriving city covered the entirety of the world, but it was abandoned thousands of years ago. Archeologists and treasure seekers still descend on the world in search of salvageable artifacts, and even after centuries of plunder and study, there is still more to be found.

Terminus is home to a still functioning galactic teleportation network. Portals on the worlds surface allow visitors to step from Terminus to other Galaxy Command worlds in an instant, the greatest legacy of a lost civilization. These portals still function, and form a reliable if difficult-to-access part of galactic trade and travel.

Ventura: Ventura is a desert world balanced precariously in a triple solar system. The three competing stellar gravities and high radiation make navigation virtually impossible. Ventura is famous for two things: Red Max, one of the hardest maximum security prisons in the galaxy, and the Venturan Thermo-Med Center, a xeno-medical center specializing in the treatment of aliens who need an intensely hot or irradiated environment to survive.

Favored Classes

Galaxy Command brings something new to the D20 Modern Ruleset- the concept of Favored Classes. This helps define each alien species' niche in the cosmos and like the TV shows it's designed to emulate, creates a feel that unlike the diversity of humanity, each alien race is an easily described mono-culture.

Each alien species presented in the game has 3-4 Favored Class options. Each time the alien takes a level in any one of its favored classes, the character receives either one bonus Hit Point or one bonus Skill Point, at the player's option.

Player Species: Gravity Cats
Medium Humanoid (PL 7)

Gravity Cats are galactic wanderers, who survive by selling their services (as everything from astronautics technicians to prostitutes to mercenaries) to the major stellar empires. Traveling in enormous arc ships carved from planetoids, the Gravity Cats have crossed and re-crossed the Milky Way, and have visited every major planetary port of call. Gravity Cat society is based around the arc; the citizens of a single arc are considered part of a single extended family. Rivalries between arc ships can be deadly, especially when the clans are competing for scarce resources or some juicy contract.

Gravity Cat crews act as gunners on Galaxy Command corvettes, serve as techno-paths aboard WARSTAR cutters, and keep free-traders of every stripe running smooth. The Cats are natural diplomats and free traders, who make a living as every species 'second best friends'. They tend toward the mercenary, and are willing to work for anyone if the money is right. Among humans, Gravity Cats parley their natural feline grace and exotic beauty into positions of power and highly privileged, highly decadant lives. A few however, take a more noble path and actually join Galaxy Command for something greater than just a steady pay check….

Appearance: Gravity Cats are humanoid, with a fine, soft pelt which covers their entire bodies except the palms of their hands and feet, their genitals and portions of their face. Gravity Cat pelts are a rainbow of warm earthy colors, and some families are intricately patterned. Gravity Cat skulls are nearly human, with only the faintest genetic echo of a feline muzzle.

Gravity Cats have small ears, deeply recessed into the sides of their skulls. They have no external ears, and their yellow or orange eyes have cat like vertical pupils and dual nictating membranes. If a Gravity Cat takes care to stick to the shadows, she can probably pass for human.

Reproduction: Gravity Cats have no set breeding season and enjoy sex for pleasure. They really, really enjoy it. Not surprisingly, they have a huge popula-

tion, and that means keeping their world ships functional (or building new ones) is a species-wide top priority.

Size: Gravity Cats are medium humanoids. A Gravity Cat's base land speed is 30 ft.

Gravity Cats have the Psionic Subtype and may select freely from Psionic Precursors and Psionic Feats, described fully in Psi-Watch.

Ability Score Modifiers: +2 DEX. Gravity Cats are lithe and nimble.

Racial Skills: Gravity Cats are competent mechanics and technicians, well adapted to life aboard a high-tech stellar arc. They receive a +2 racial bonus on Computer Use and Repair checks. The agile felinoids receive a +4 racial bonus on Jump checks.

Racial Feats: All Gravity Cats receive the Zero-G Training feat as a racial bonus feat even if they do not meet the prerequistes.

Enhanced Senses: All Gravity Cats possess *lowlight vision*. When aboard a space station, starship, or other large enclosed environment (such as a submarine), the Gravity Cat attunes herself to the subtle vibrations of the engine and ever-present hum of life support.

When in an environmentally sealed vehicle or environment, Gravity Cats gain *tremorsense* with a 60 ft radius.

Cosmopolitan (EX): Gravity Cats have a natural gift for languages and enjoy encountering new cultures: first contact is always a joyous occasion for the felinoids. During character creation, the Gravity Cat rolls 1d4+1 to determine the number of additional bonus languages she knows. These can be galactic or Terran languages, and these bonus languages are over and above bonus languages for having a high INT modifier.

Everybody's Ally, Nobody's Friend (EX): Gravity Cats know people in every galactic port of call, and can call in favors from the least expected source. Once per day, a Gravity Cat can select any specific allegiance. She receives a +2 circumstance bonus on all CHA-based skill checks made against members of that allegiance, but suffers a -4 penalty on all CHA-based skill checks made against those hostile to that allegiance. The bonus and penalty both remain in effect for 24 hours.

Favored Classes: Fast and Smart Hero Basic Classes, Techie and Infiltrator Advanced Classes.

Player Species: The Hiawathans
Medium Humanoid (Late PL 6)

Hiawathans are the genetically engineered descendants of one of the oldest human colony worlds. Stranded from their mother world for centuries after their ark-ship crash landed on one of the dozen moons orbiting the planet Betelgeuse IV, the proto-Hiawathan colonists were forced to establish their own society and tame a dangerous, desert world. Ther struggle to tame their new homeworld was long and bloody, and the species came close to extinction many times, but they never gave up.

As the centuries passed, and Galaxy Command rose to prominence, the Hiawathans finally recovered the lost secrets of true spaceflight. Just over two centuries ago, they reemerged from the obscurity of the Betelgeuse System in search of the legendary 'human race' their stock descended from. Hiawathan diplomats established peaceful contact with Galaxy Command, and within a generation, the first generation of Hiawathan astronauts had enrolled in the Galactic Academy. Today, the Hiawathans are a vital part of Galaxy Command's space program, using their courage and evolutionary gifts to explore hostile and uncharted new worlds and prepare them for terraforming.

Appearance: Hiawathans resemble lean and muscular, humans with skins the dingy green of tarnished copper. They tend to be slightly taller and significantly heavier than ordinary humans thanks to their dense musculature. Their faces, chests and upper backs are covered in a thin layer of randomly

distributed golden scales, which serve as camouflage on their homeworld's canyons. A Hiawathan's mostly dark hair is interlaced with gold and amber strands. Both males and females of the species tend to wear their hair long. A Hiawathan's long, tapering ears protrude several inches from either side of their skull, giving the creatures phenomenal hearing.

Despite the fact the culture has rediscovered space flight, and is an accepted member of galactic society, Hiawathans remain a hunter gather culture, and often wear animal furs, bone fetishes and other small trophies, even when in uniform or performing an EVA in a spacesuit.

Reproduction: Hiawathans can interbreed with humans, thanks to their common ancestry. Mixed breed children share their mother's species. Hiawathan pregnancies last ten month. Twin births are virtually unknown among the near-humans, and are considered an auspicious omen for their family and extended clan.

Names: Hiawathan names consist of two syllables separated by a short pause for breath, and the aliens use their clan chieftain's name as a surname. Entire tribes of Hiawathans undergo a ceremonial change of name when a new chieftain is selected. There is no real difference between male and female Hiawathan names.

First Names: Cha'Ix, Dar'Sist, Mag'Tuc, Nu'Rix, Zul'Rist

Surnames: Clan Clar'Tax, Clan Mos'vis, Clan Rad'Reel, Clan Tan'Nar

Size: Hiawathans are Medium humanoids. They receive no special bonus or penalty due to their size. A Hiawathan's base land speed is 30 ft.

Ability Score Modifiers: +2 STR, +2 WIS, -2 CHA. Hiwathans are strong enough to wrestle a xeno-beast to the ground, and have senses as keen as a wolf's but they tend to be direct, abrasive and occasionally short-tempered.

Racial Skills: Hiawathans are the masters of a harsh, desert world. Their culture prizes skill, courage and mastery of the natural world. The green and gold aliens receive a +3 racial bonus on Handle Animal, Ride and Survival checks.

The Hiawathans have evolved to endure the scorching heat of their homeworld, and receive a +4 racial bonus on FORT Saves made to resist extreme environmental heat.

Racial Feats: Hiawathans receive Animal Affinity as a racial bonus feat.

Wild Empathy (EX): Hiawathans have an innate understanding of animal behavior and psychology, and a keen hunter's instinct. They can improve the attitude of any animal (or at the game master's discretion extremely animal-like creatures of another type, such as a Krenshar). This ability functions just like a Diplomacy check to improve the attitude of a person.

The Hiawathan rolls 1d20 and adds ½ his or her total character level and CHA bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Hiawathan and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

Enhanced Senses: Hiawathans have noses as keen as the animals they hunt. They possess the scent special quality. A Hiawathan with the Track feat can use it to track by scent alone.

Hiawathans possess low-light vision.

Favored Classes: Dedicated Hero Basic Class, Daredevil, Helix Warrior and Xenophile Advanced Classes

Player Species: The Manifold

Large Living Construct (PL 8)

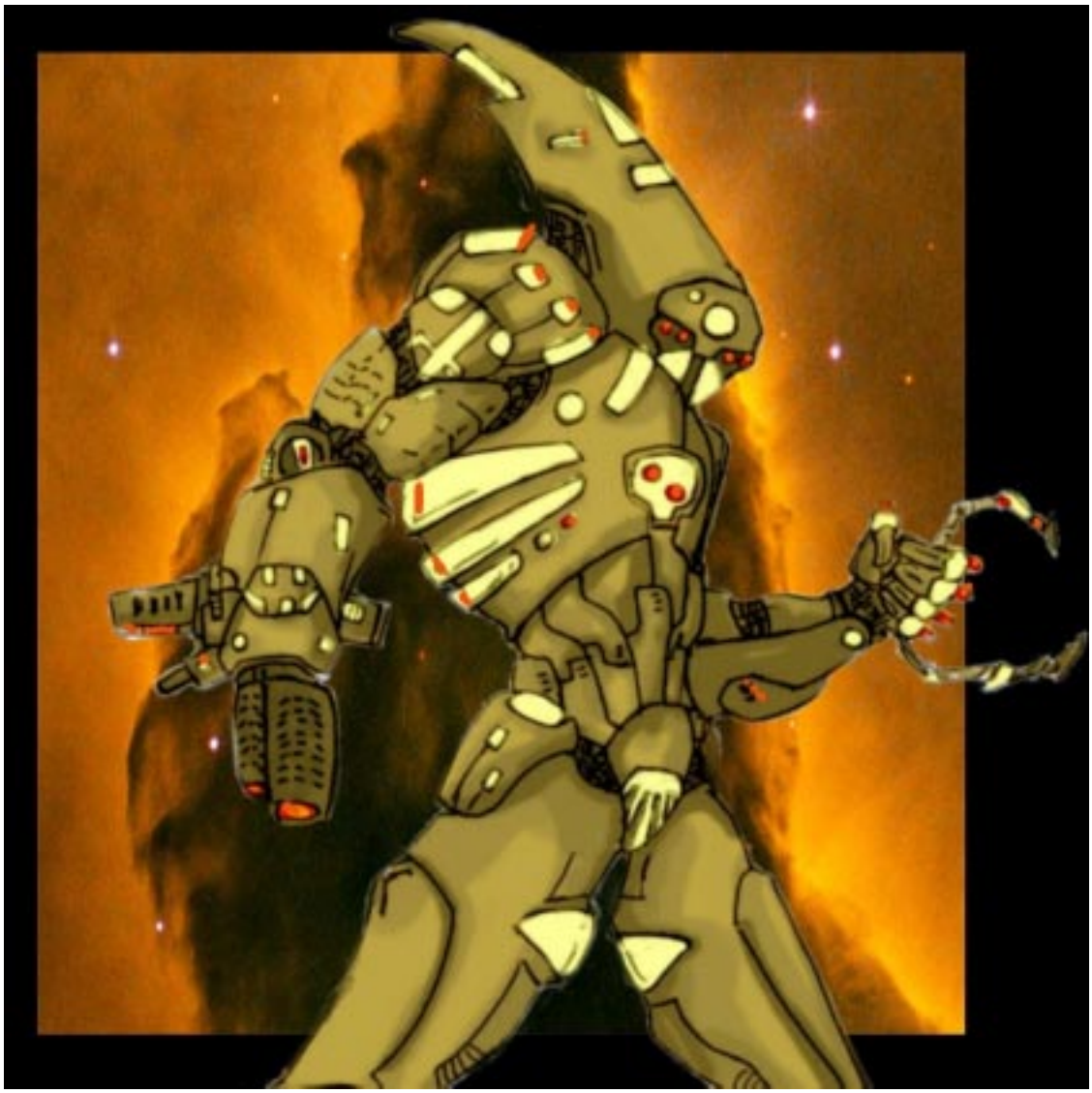
The Manifold were first introduced in D20 Decade: The 1980s. When I began putting together Galaxy Command, I decided to re-visit some of the best ideas in an otherwise weak sourcebook: the Manifold aliens, Adapto-Gadgets and the Mechamorph Defender Advanced Class, improved versions of which appear in this sourcebook.

The Manifold are a relatively peaceful, bio-mechanical race which abandoned the limitation of flesh and blood organic bodies millenia ago. Originally a humanoid species limited to a handful of planets orbiting the massive black hole at the enter of the galaxy, the Manifold were born when their organic ancestors salvaged the remains of warships fallen out of the sky in the aftermath of some great battle between the young WARSTAR Empire and Galaxy Command's heroic precursor. Though the fallout from the cosmic war devastated their home's ecosystem, the technology recovered from the crash sites helped the proto-Manifold leap from an agrarian society to an advanced, star faring culture in less than a century.

As the proto-Manifold explored the universe around themselves, the humanoids began a species wide program of cybernetic upgrades, using the recovered technology to transform themselves into more capable, harder-to-kill mechanoids. Their quest for physical perfection was successful: the humanoid species transformed themselves into the Manifold, leaving organic limitations and weaknesses far behind.

With new bodies of metal and silicon, most trappings of their humanoid existence became irrelevant. The Manifold reinvented themselves, becoming a self-created race of machines. Today, the Manifold only retain a handful of humanoid mannerisms and cultural elements, kept as racial

memories hearkening back to a time when they had flesh bodies.



The Manifold thrive in deep space, and are among the galaxy's foremost navigators and diplomats. Individual Manifold are often hired as guides, particularly while traveling through dangerous areas of space, or serve as engineers on Galaxy Command vessels. Since a Manifold can survive in space indefinitely, they relish their task as shipboard engineers, damage control and EVA experts. Manifold colonies are often established on otherwise uninhabitable worlds- planets without an atmosphere or liquid water, or lethally cold worlds.

The fact the Manifold has little desire for more 'habitable' worlds has allowed the robotic species to peacefully coexist with most other races. It is not uncommon for an independent Manifold settlement to spring up within another race's solar system. Since the type of world preferred by most humanoids- warm, humid and oxygenated- rust and decay the Manifold, the robots are more than happy to avoid those planets. For centuries, Manifold soldiers have stood sentry on the desolate worlds at the edges of human solar systems, ever-watchful for WARSTAR incursion.

As a result, the well armed **Mechamorph Defenders** are more of a self defense force than an expansionistic military.

Appearance Manifold are a species of gigantic, robotic humanoids, resembling a bulky war-bot or suit of Power Armor more then they do any organic creature. The have the roughly humanoid proportions and posture. Manifold stand around 8 ½ feet tall, not including their long, sloping skulls. Manifold are heavy as heavy as a humanoid robot is expected to be, with most weighing in at over a ton and a half.

Most have dull grey or bronze superstructures, composed of intricately jointed plates and exposed cables and armatures. Extremely vibrant colored plates are attached to a Manifold's body in intricate patterns, somewhat resembling the colorful scales found in some fish or snake species. The

colorful patterns on a Manifold's armor provide a hint as to that robot's caste and function.

Manifold have long, delicate fingers capable of extremely fine manipulation. Most have 4-6 fingers, including specialized tools and manipulators at the end of each hand. To support their great weight, Manifold have relatively large, spatula feet, resembling the boot of military combat armor.

Manifold skulls are distinctly non-humanoid. Their skulls are elongated, banana shaped appendages which typically add at least another foot to their height. A Manifold's impressive cranial display resembles a mechanical version of the the decorative plating and frills in some dinosaur species. The Manifold's 'face' is a highly decorative, mask like structure which recalls the race's humanoid origins. Masks vary wildly among Manifold, with some having extremely humanoid features, with others having obviously robotic camera lenses, complex, grinding mouth parts or virtually anything else.

Reproduction: The Manifold are an asexual species that does not reproduce in the commonly understood sense of the word. New Manifold are manufactured rather than born. Since Manifold do not age, and are effectively immortal unless slain, new Manifold are constructed only in response to a drop in population caused by disaster or warfare, or when the species as a whole decides a population boom is in its best interest.

Large numbers of new Manifold are usually commissioned before colonizing a new world, or when hostilities seem inevitable, to swell the mechanoids's armada.

Manifold are effectively created as adults, with the memories and basic skills necessary to function in their society. The moment a Manifold is rolled off the production line, the robot is ready to take its first ordinary or Heroic class level, and has already had a Starting Occupation programmed.

Any Manifold may petition its government for the right to commission an offspring; this right is usually given to Manifold who have preformed some heroic feat, contributed greatly to the culture, or who has suffered a grievous personal loss. In this case, the newly constructed Manifold physically resembles its 'parent', whose design is used as a template, and shares the specific memories (though not class levels, skills or feats) and basic outlook and alliances of its parental template.

Names: When interacting with other Manifold, the robots use the correct form of their name- a high frequency data burst describing a polynomial sequence several dozen digits long.

When interacting with organic life forms, Manifold typically adopt a nickname based upon stellar phenomena, mathematics, physics or the names of stars and galaxies. Those Manifold serving in a military unit append appropriate rank and honorific. As genderless creatures, the robot's names are not segregated along sexual lines.

Example Names: Starmantle Phi, Capricorn Novus, General First Polynom, Andromeda Spinward, Six Singularity

Size: Manifold are Size Large. As a Large creature, the Manifold can wield larger weapons than its human counterparts, and its lifting and carrying limits are double those of a medium creature. The Manifold receives a –1 size penalty on attack rolls and Defense, and a –4 size penalty to Hide checks. Conversely, the Manifold receives a +4 size bonus on grapple checks.

Manifold have a base land speed of 30 ft.

Ability Score Modifiers: -2 DEX, +2 CON, +2 INT, -2 CHA. Though durable and extremely quick mentally, Manifold find it difficult to interact socially with organics, and remain at a self-imposed distance from biological races.

Their enormous size and mass makes it difficult for a Manifold to dodge attacks, but few ever really need to. As Living Constructs, the durable machines do have a CON score, and their internal systems are modeled on organic structures.

Enhanced Senses: Manifold have excellent vision, provided by their bio-organic cameras. The bio-mechs have darkvision with a 90 ft range and lowlight vision.

Computer Nerves (EX): The Manifold's brain is a computer-like structure, which functions like a standard 'hard-tech' computer system. The Manifold can easily perceive high end EM signals, and can receive unencrypted radio, television or cell phone signals.

The Manifold may download and install programs into it's computer-like mind as with an ordinary computer system. The Manifold may make Computer Use checks without the need for external equipment. The robot can read USB flashdrives and similar magnetic media by holding the device close to your skin; reading a device is a standard action.

The Mainfold's internal computer system has a Purchase DC equal to 22 + its INT modifier. If the Manifold's mind is keen enough and its nervous system complex enough to support the bio-cybernetics, the aliens neuro-computer can be upgraded like a hard-tech computer system, lending increased performance.

Living Construct (EX): As an artificial life form, Manifold are immune to several human failings and ailments. Unless otherwise stated Manifold are immune to: paralysis, disease, poison, suffocation, radiation, hard vacuum, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

As a sentient creature, the Manifold is vulnerable to mind influencing effects, sleep effects and insanity. The Manifold's intricate, highly complex artificial body mimics humanoid anatomy, and it does have vital areas. Manifold are subject to critical hits and stunning, just like any other living being.

Manifold cannot heal damage naturally. Damaged robots may be repaired with the Repair skill. A successful Repair check (DC 10 + ¼ the amount of damage suffered) restores 1d10 HP and represents at least an hour of work.

A Manifold may be magically repaired with any spell designed to repair, construct or rebuild inanimate objects, or may benefit from conventional magical healing. However, healing spells and supernatural abilities that cure hit point damage or ability score damage provide only half their normal effect to a Manifold.

A Manifold reduced to 0 HP is disabled, just like a living creature. The Manifold can only take a single move or standard action each round, but does not risk further injury and does not lose additional HP unless more damage is dealt to it. A Manifold dies when reduced to –10 HP.

Integral Armor (EX): Manifold hulls are made of durable alloys and ceramic/polymer hybrids, and some elder Manifold can shrug off photon torpedoes launched from a WARSTAR heavy cruiser.

A Manifold's integral armor plating provides the creature with a +4 natural armor bonus to Defense. At the Manifold's 10th character level or when it reaches 10 HD, its natural armor bonus increases to +6. The alien's natural armor bonus increases to +8 at 15th level or reaches 15 HD.

The Manifold's integral armor is environmentally sealed, and provides the robot with Fire and Cold Resistance 5. The robot's resistance increase to 10 at 10th level, and 15 at 15th level. These resistances stack with energy resistance from other sources, including feats and Tough Hero class levels.

A Manifold's natural armor and unusual body structure prevents the robot from wearing additional armor or Powered Armor.

Onboard Weapons (EX): Manifold warriors are assembled with several powerful weapons built into their bio-mechanical structure. All Manifold have a slam attack which deals 2d4 + STR modifier points of bludgeoning damage; the mechanoids are always considered armed and proficient when attacking in this manner.

As a standard action, a Manifold can transform their dominant hand into a bulky energy weapon, which fires a deadly pulse of kinetic energy. While transformed, the Manifold cannot grip or hold objects, or use another weapon with that hand.

The Manifold's energy weapon has a range increment of 50 ft, and threatens a critical hit on a roll of natural 20. The energy weapon is capable of semi or full auto fire. The Manifold's energy beam inflicts 1d8 points of force damage per four character levels, rounded down, to a maximum of 5d8 points of force damage at 20th level. Firing a blast is a standard attack action, and the Manifold may use any gun combat feats it possesses with its cannon.

The Manifold can also set its onboard weapon to inflict subdual damage. Changing between weapon modes is a standard action.

Electro-vulnerability (EX): A Manifold's internal power matrixes can be disrupted by random electrical surges and energy discharges. Electricity based attacks inflict double damage against any Manifold, or normal damage on a successful save.

Favored Classes: Tough Hero Basic Class, Soldier and Field Scientist Advanced Classes

Level Adjustment: +1. Manifold are more powerful than other Galaxy Command races and gain levels more slowly.

Player Species: The Proximites
Small Humanoid (Psionic) (PL 7)

The Proximites are a race of small, keen-witted technopaths hailing from the Proxima Centuari system. Proximite techs serve proudly on every Galaxy Command starship and space station, maintaining and upgrading the advanced systems. Proximites claim that they're born with a spanner wrench in one hand and a laser in the other, and they're good enough technicians that the other species of the galaxy tend to believe it.

The little Proximites have been one of Galaxy Command's staunchest allies ever since the Command helped rebuild and terraform Proxima Prime after that planet's ecological collapse four centuries ago. The bonds of friendship between Proximites and humans have only been strengthened in recent years, as Galaxy Command has taken an active role in freeing Proximite slaves from their toil in WARSTAR's grim orbital factories.

Appearance: Proximites are a race of petite near-humanoids, who could easily be mistaken for a human child, if not for their technical acumen and the strange, wire-like growths dangling from their flesh.

Proximites are small and gnome-like, with most members of the species standing between 3.5 and 4 ft tall. They tend to be slightly rounder than humans, which gives them a cute, cherubic appearance. Proximite hair is often blue, green or a golden brown, and their skin tone most commonly resembles tanned Caucasian flesh.

Naturally occurring bio-mechanics protrude from a Proximite's shoulders, elbows and from the back of their calves. These bio-mech growths resemble fiber optical and coaxial cables, and can be plugged directly into most machines, allowing the Proximites to more easily do their jobs as techno-experts. Ripping off one of these growths is only about as painful as pulling out a hair by its root, and these connections regenerate in a matter of days if severed.

Reproduction: Proximites reproduce much like humans do, and though romances between the two species are common, they are not cross-fertile. Proximite pregnancies last about seven months, and usually end in the birth of a small liter of 2-4 mixed-gender siblings.

Proximites reach reproductive age sooner, and stay fertile longer than most humans. This combined with their multiple births and long life-spans helped cause the ecological devastation of their homeworld centuries ago. Their species uses high-tech birth control methods unknown and unnecessary to the other species in the galaxy.

Names: Proximite first names are short and flow easily off the tongue. Their surnames are based upon technical terms, and are often a clue to that Proximite's particular scientific specialty.

Male Names: Brit, Flac, Gant, Rigg, Tars, Sest, Whint

Female Names: Bonn, Canna, Doost, Neu, Wisk

Surnames: Alloymelt, Diodeminder, Electronsmith, Ionchase, Sunwatcher

Size: Proximites are Small Psionic humanoids. As small creatures, a Proximite receives a +1 size bonus to Defense, a +4 size bonus on Hide checks, but suffers a -4 size penalty on grapple checks. A Proximite's lifting and carrying limits are ½ those of a Medium sized creature, and they use smaller weapons and gear than a Medium creature.

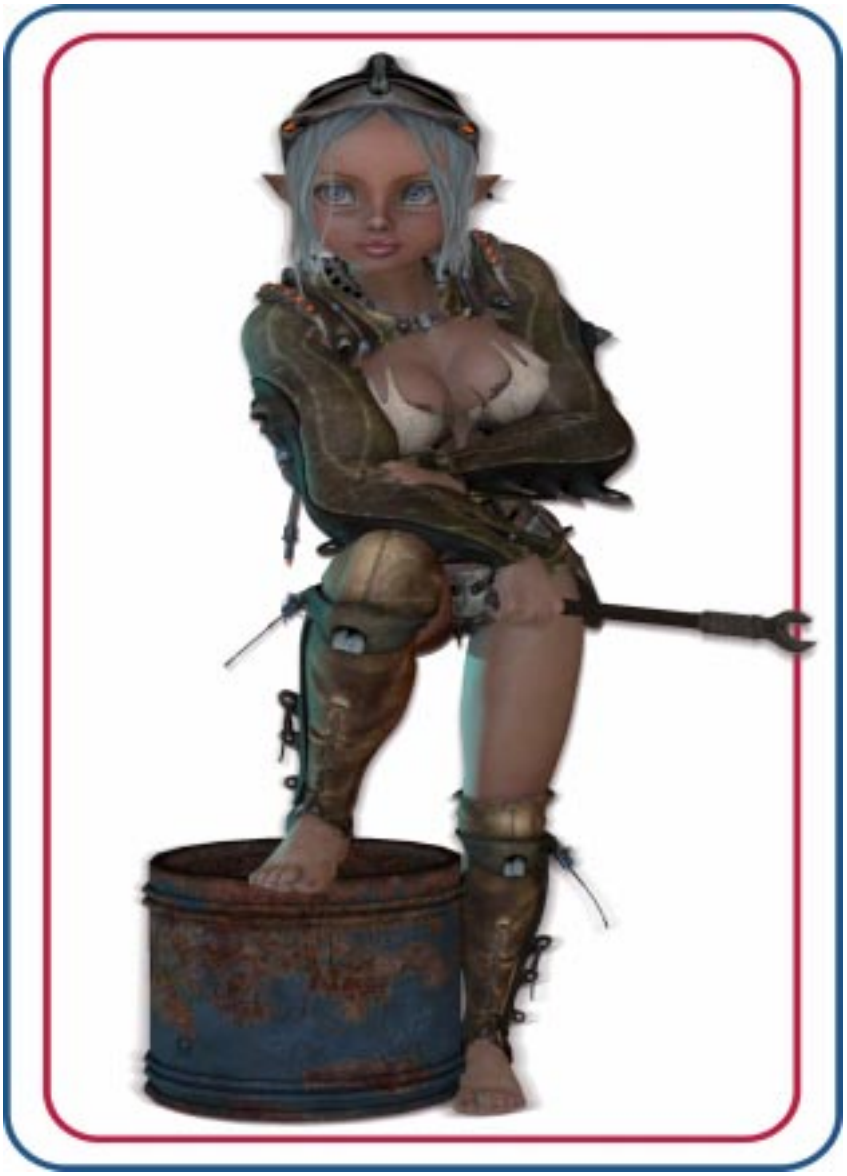
A Proximite's base land speed is 20 ft. They aren't quite as quick as a human, due to their short stubby legs.

All Proximites have the Psionic subtype, and may freely select from Psionic Precursor and Psionic feats, described in Psi-Watch.

Ability Score Modifiers: -2 STR, +2 INT, +2 CHA. Proximites are physically weak (which is why they let their robots do most of the heavy lifting) but keenly intelligent and optimistic. They make good traveling companions, not just because of their tech skills, but because they always have a joke handy.

Racial Skills: Proximite brains are uniquely adapted for problem solving ability, logic and mechanical aptitude. The little aliens receive a +4 racial bonus on Craft (mechanical, electronic) and Repair checks.

All Proximites specialize in a single technical skill, which becomes their signature area of expertise. Select any one of the following skills: Craft (any), Disable Device, Demolitions, Drive, Knowledge (technology), Pilot, or Repair. The Proximite may use the skill in a new way: he or she may



always choose to take 10, or take 20 when using that skill. This chosen skill is always a class skill for the alien.

In addition the Proximite may 'take-X' on the skill check, where X is a number between 10 and 20. For example, if the Proximite knew she could succeed on a repair check by rolling a 14 or higher, she could "take 14". The skill check would than take fourteen times as long as performing the skill ordinarily.

Racial Feats: All Proximites receive Gearhead as a racial bonus feat.

Enhanced Senses: Proximites have a natural homing instinct that allows them to home-in on metal and electronic power sources. As a full round action, the Proximite can sense the direction and distance to any creature or object wearing, carrying or made out of more than 10 lbs of ferrous metal, or to any electrical power supply of greater intensity than a standard battery, such as a laser pistol's power cell, a droid's onboard energy matrix, or a starship's reactor.

This ability has an effective radius of 100 ft. It can be blocked by 3 ft of loosely packed earth or sand, a 1 ft stone, metal or plastic wall, or a thin sheet of lead or non-ferrous metal.

Favored Classes: Smart Hero basic class, Techie or Space Monkey Advanced Classes

Player Species: The Syrions
Medium Humanoid (Psionic) (Late PL 6)

Syrions are a species of azure skinned tricksters hailing from Sirius Minor, the "Little Dog". The Syrions are a culture so old their exact origins are lost to the mists of history, along with much of their ancient technology. Only a handful of Syrions remain behind on their birth-world, with the majority of the aliens crossing the galaxy in enormous colony-ships and settling on remote, dangerous frontier worlds. Those remaining on Sirius III act as caretakers and historians, clerics who aid returning Syrions on their regular pilgrimages to their decaying home planet. Syrion tradition dictates that each new colony world be seeded with earth from the Little Dog, a tradition that the superstitious aliens take seriously.

Syrions are among the galaxy's foremost explorers, living mostly aboard their ships, and only venturing planet-side to replenish their supplies and consumables, perform repairs and enjoy a bit of well deserved shore leave. Their tradition demands that the only place they will ever put down roots is the colony they eventually feel called to found. Syrions are the definition of 'wanderlust', but every one of them knows that sooner or later, they will feel a call to settle one of the thousands of planets they visit, and that place (regardless of any risk or the feelings of the locals) will become a new Syrion colony.

The blue-skinned aliens have a reputation as petty thieves and tricksters, prone to pilfering some coins or circuit components before lifting off again. Despite this, they are trusted allies for the Galaxy Command, acting as scouts and expert spies, not to mention serving as couriers, technicians and medics. Their free spirited nature makes the oppressive WARSTAR regime intolerable, and they have fought courageously against WARSTAR's agents for nearly a millennia.

Appearance: Syrions are a blue skinned humanoid race, whose skins range in color from a pale eggshell blue to a bruised violet. Their eyes sparkle with mischief and are usually an intense gold or silver. A Syrion's eyes glow brightly whenever she uses her innate psionic abilities.

The aliens usually wear their curly hair in loose Afros (in males) or long and unbound (in females). Syrions have delicate features, and are recognizable by the short, blunt horns rising from their foreheads. Their horns, combined with the fact that their mouths are filled with rows of sharp little teeth, gives the aliens a slightly intimidating, devilish appearance. Despite their slightly demonic appearance, the Syrions are an exclusively vegetarian

species, who enjoy spicy vegetables (the hotter the better) and sweet, juicy *jhar-melons*.

Reproduction: Syrions are marsupials, whose females carry their tiny, under-developed offspring in a belly pouch for nearly a year after birth. The aliens enjoy sex for pleasure, but only become fertile during periods of high sunspot activity. Syrion pregnancies last only three months, and end in the birth of a new baby Syrion, small enough to fit in a man's hand.

Names: For the last few generations, Syrions have taken their names from Terran mythological figures, partially because the Syrions know it annoys their human allies, and partially so the Syrions can say their ancestors secretly inspired Earth's cultural development. It's an obvious lie, of course (probably), but it's a long term prank the Syrions thoroughly enjoy.

Syrions often name themselves after divine tricksters or thieves like Loki, Dadelous, Anastazi, Coyote and Prometheus. They do not use surnames, but when distinguishing between multiple Syrions with similar names, they use the name of their arkship and quarters assignment.

Size: Syrions are Medium humanoids. As medium creatures, they receive no special bonuses or penalties due to their size. A Syrion's base land speed is 30 ft.

Syrions have the Psionic subtype and may freely select from Psionic Precursor and Psionic Feats, described fully in Psi-Watch.

Ability Score Modifiers: -2 STR, +2 DEX, +2 CHA. Syrions are a bit frailer than most humans, due to the low gravity conditions aboard their arkships. They are agile and likable, quick both mentally and physically.

Racial Feats: Syrions are natural thieves, who receive Nimble as a racial bonus feat.

Syrion Slip (SU): Syrions have an innate talent for psionics which enables them to teleport short distances. As often as once per minute, a Syrion can teleport to any open square within 30 ft she can clearly see. Doing so is a move action.

Alternatively, the Syrion can also teleport an unattended object weighing less than five pounds into her hand. The object must be within 30 ft of the Syrion and clearly visible. The Syrions often use this ability to stealthy pilfer from a Galaxy Command station exchange during one of their visits.

Enhanced Senses: Syrions are comfortable with a dimmer spectrum of light than humans, and keep their ark-ships dim and shadowy. The aliens have low light vision.

Player Species: Star Droid
Small Construct (PL 7)

Star Droids are a race of self aware machines who are content to serve humanity as companions, assistants and sidekicks. The first Star Droids were built by human scientists centuries ago, and the helpful little robots have only gotten smarter and more useful since then. Star Droids were awarded their freedom and recognized as fully sentient beings several system generations ago, and some of the oldest, most experienced Star Droids still remember what existence was like in the days before the Great Liberation.

Today, Star Droids have their own culture, which exists as an often unnoticed part of life about every Galaxy Command starship and space station. They work tirelessly, but occasionally take time out from their duties to chat with their own kind, to perform the Star Droid equivalent of weddings (binding different specializations of the little robots closer together) or to assemble new Star Droids as mechanical offspring.

They often accompany humans and other carbon-based aliens into battle against the forces of WARSTAR, battling courageously to free their 'brother' robots trapped beyond the Iron Curtain of Space.

Appearance: Star Droids are boxy, non-humanoid robots that stand about as tall as a humanoid child. They come in a wide variety of designs, built for an assortment of different purposes, but all Star Droids share some common design traits. Most resemble mobile computer modules capable of independent motion on wheels or tracks, though a few have a vague suggestion of a head or face. Most of the little robots are sheathed in white, grey or blue plastic, with decorative trim in various colors.

Star Droids have legs (which are usually folded into their boxy bodies) so they can traverse stairs or other obstructions, but they are not graceful creations by any means. Likewise, they have dexterous manipulators and tool mounts spaced around their bodies, which also fold into their chassis. They are skillful enough to perform surgery or repair micro-electronics if necessary, but a Star Droid's limbs aren't really powerful or quick enough for melee combat.

Reproduction: Star Droids are genderless, mechanical creatures. Though they can feel love and affection, they have no concept of romantic love, and no interest in sex as humanoids understand the term. The robots do produce 'offspring'- every few months local Star Droid communities gather to assemble a handful of new Star Droids. Star Droids raise their young communally, teaching them the finer points of their culture's etiquette and how to interact with the quirky carbon-based lifeforms they work closely with. Star Droid communities can quickly mass produce new Star Droids to replace robots fallen in battle if they take heavy causalities.

Names: Star Droids are identified by an alphanumeric sequence assigned by their manufacturer. They're usually known by a phonetic approximation of their model number. For example, an A3-RT0 droid might be nicknamed "Astro".

Size: Star Droids are Small Constructs. As small creatures, they are receive a +1 size bonus to Defense and a +4 size bonus on Hide checks. They suffer a -4 size penalty on Grapple checks. As Constructs, they are immune to effects that specifically target humanoids, such as *charm person.*

A Star Droid's base land speed is 20 ft. They are comparatively slow and clumsy robots.

Ability Score Modifiers: -2 STR, -2 DEX, -Con, +2 INT, +2 WIS. Star Droids are quick learners with decent reserves of common sense and stubbornness. However, their design limits their flexibility and their raw physical power. They're great mechanics and helpers, but aren't great front-line warriors.

As Constructs, Star Droids have no CON Score.

Racial Skills: Star Droids are programmed with a +2 racial bonus on Computer Use and Repair checks. They are excellent hackers and mechanics. They are also programmed with a +2 racial bonus on either Pilot, Drive any one other INT-keyed skill of choice. Once this choice is made at character creation, it cannot be changed; this extra racial skill bonus becomes the robot's special area of expertise.

Construct Traits (EX): As an artificial life form, Star Droids are immune to several human failings and ailments. Star Droids are immune to: paralysis, disease, poison, nausea, suffocation, hard vacuum and radiation, fatigue, exhaustion, pain effects, effects that cause the sickened condition, and energy drain.

As a sentient creature, the robot is vulnerable to mind influencing effects and insanity. The robot's intricately machined, highly complex artificial body with its own mechanical vital zones. Robots are subject to critical hits and stunning, just like any other living being.

Star Droids cannot heal damage naturally. Damaged Droids may be repaired with the Repair skill. A successful Repair check (DC 10 + ¼ the amount of damage suffered) restores 1d10 HP and represents at least an hour of work. A robot may be magically repaired with any spell designed to repair, construct or rebuild inanimate objects, or may benefit from conventional magical healing. However, healing spells and supernatural abilities that cure hit point damage or ability score damage provide only half their normal effect to a robot.

A Star Droid does not need to eat, sleep (in the conventional manner) or breathe.

Droid Tool Kit (EX): Star Droids have a variety of useful gadgets built into themselves. In addition to a pair of Standard Binoculars and a Standard Flashlight, select any three pieces of mundane gear from Table 4-10: General Equipment of the D20 Modern core rulebook. Once the Star Droid chooses its onboard tools, they cannot be changed, as the components become a vital part of the robot's design.

In the case of equipment with consumable components (such as a fire extinguisher), assume the robot internally produces or refines enough of the consumables to use the device up to three times per day under normal working conditions.

Alternatively, the robot can also select one or more of the following pieces of special equipment, which might count as multiple pieces of mundane equipment.

- An environmentally sealed concealed storage compartment (Search DC 30), capable of holding any Tiny object up to 20 lbs (counts as one gadget)
- Taser (counts as two gadgets) as described in the D20 Modern handbook, unlimited power supply.
- Universal Translator (counts as two gadgets), as described in the D20 Future sourcebook
- Fusion Torch (counts as two gadgets), as described in the D20 Future sourcebook, unlimited power supply.
- Med-Kit (Advanced) or Fast Use Med-Kit (each counts as two gadgets), as described in the D20 Future sourcebook.
- Portable Environment Generator (counts as three gadgets), as described in the D20 Future sourcebook
- Jet Pack (counts as three gadgets), as described in the D20 Future sourcebook

Armored Hull (EX): A Star Droid's metal and plastic construction provides the little robot with a +2 equipment bonus to Defense. Unfortunately, the Star Droid cannot wear additional armor or Powered Armor due to its non-humanoid design.

Enhanced Senses: Star Droids have sensitive infrared and conventional optics, which include full magnification. The robots receive lowlight vision and Darkvision with a 60 ft range. A set of Standard Binoculars (as described in D20 Modern) are built into the robot's optics.

A Star Droid can receive and interpret conventional radio, television, cellular and wireless signals and communicate on those same frequencies.

Favored Classes: Smart Hero Basic Class, Field Scientist, Techie and Engineer Advanced Classes

Player Species: The Tal-Anons
Medium Humanoid (Early PL 5)

The Tal-Anons are a raced of robust, winged humanoids from the binary star system Epsilon-Edrandi. Much less technologically advanced than many races of the galaxy, the Tal-Anons have only adapted to pan-galactic life reluctantly. They are insular and suspicious of outsiders, and to date have only allowed a handful of Galaxy Command surveyors and first contact specialists to land on their beautiful forest world.

The Tal-Anon's discovery was accidental, when a short lived white-hole opened near their moon and unceremoniously dumped a Prometheus cruiser into a rapidly decaying orbit. Despite their terror, the Tal-Anons helped the stranded crew, and aided them in fighting off a WARSTAR incursion in the process.

Tal-Anon society is mostly tribal, with nomadic, loosely affiliated bands of nomads gathering occasionally to trade or mate. Technology is roughly equal to 1900s Earth; the Tal-Anons had not yet mastered spaceflight, and with their wings had never felt the need to develop avionics. Tal-Anon society tends to be relatively non-materialitic; most of the winged aliens own nothing more than they could carry in a satchel clutched in their feet while on the wing. The younger generation is pushing for a more unified government, and more access to

galactic technology. Tal-Anon teens are in the process of establishing a loose republican system of planetary government, modeled after the Galaxy Command Senate. Under this new system (which is less than a century old), each tribe appoints a representative to a planetary governing council, which negotiates trade with other Galaxy Command member worlds.

Appearance: Tal-Anons are a nearly human mammalian species, whose most distinctive features are the enormous feathered wings rising from their shoulders. Their bodies are lean and muscular, with virtually no fat deposits. They have incredibly fast metabolisms and legendary appetites, especially for meat, and are renowned hunters.

Tal-Alon skin tones range from an almond brown to a deep brick red. Their feathers are usually brown or orange, flecked with white eyespots. A

few Tal-Alons have colorful, parrot-like plumage, and these rare aliens are considered incredibly among their own kind.

Reproduction: Tal-Anons have no set mating season and enjoy sex for pleasure. They have long standing cultural taboos about taking mates from within the tribe. They only marry outside the tribe, and despite their physical similarity to most other near humans, they have almost zero interest in sexual relations outside their species.

Tal-Anon pregnancies last about 8 months, and end in a live birth. Their rapid metabolisms and relatively low tech level makes pregnancy dangerous for the aliens. Miscarriages, stillbirths and infant mortality are relatively high.

Names: Tal-Anon names always begin with a vowel sound; an O or A sound for males, and an E or I sound for females. The creatures use their tribal name as a surname. Tribal names are descriptive terms, which translate colorfully into Galactic Common.

Male Names: O-nah, A-sepsa, O-yeln, A-sitas, A-rattah

Female Names: E-losa, I-tessah, E-sum, I-chanh, I-poss

Surnames: Spiral-Comet, Nightshrouded Forest, Raining Sunlight, Sunward Uplift, Downdraft Gully

Size: Tal-Anons are Medium humanoids. As medium creatures, they receive no special bonus or penalty due to their size. They have a base land speed of 30 ft.

Tal-Anons have powerful wings with give them a flight speed of 30 ft (average). They can only fly when unarmored or lightly armored, and when carrying a light load or less. Assuming the Tal-Anon is conscious and capable of flapping her wings, she never takes damage from a fall, regardless of distance, even if she can't truly fly.

Ability Score Modifiers: +2 to one ability score of choice. Tal-Anons excel in a wide variety of roles, and like humans are known for their flexibility.

Racial Feats: Tal-Anons are excellent hunters from a bio-diverse wilderness planet. They receive Guide as a racial bonus feat.

Racial Skills: A Tal-Anon's keen, bird-like eyes give the alien a +2 racial bonus on Spot checks, and their natural homing instincts give them a +4 racial bonus on Navigate checks. The Tal-Anon does not suffer distance penalties for Spot checks. They can easily recognize a familiar face nearly 30 miles away on a clear day!

Enhanced Senses: Tal-Anon's receive low light vision.

Avian Metabolism (EX): A Tal-Anon's efficient lungs mean the alien can hold her breath for twice as long as another humanoid of the same size. Unfortunately, the creatures require twice the food and water of a similarly sized humanoid.

Favored Classes: Fast and Tough Hero Basic Classes, Daredevil and Xenophile Advanced Classes.

Player Species: The Urloks
Large Humanoid (Psionic) (Early PL 6)

The Urloks are a race of bear-like psionic giants from the icy world of Urlok Beta, located deep within the McNeil Cluster. They are relatively new to the galactic stage, first encountered only a century ago, when a team of Galaxy Command agents helped the native Urloks fight off a WARSTAR incursion intent on strip mining the mineral rich tundra. Impressed by the courage, honorable behavior and advanced technology of the Galaxy Command heroes, the Urlok ruling council petitioned the galactic federation for membership, and was quickly accepted.

The Urloks are a success story for first contact. They have retained many of their ancient traditions, but have quickly mastered advanced Galaxy Command technology, and, thanks to inspiration from off-world geniuses, have independently developed warp travel methods of their own, from a roughly 20th Century baseline pre-contact. Today, the Urloks send their best and brightest children off-world to Galaxy Command academies, where their size, courage and natural psionic gifts make them a valuable part of most Command squads.

Appearance: Urloks are massive, fur covered bipeds evolved from the bear-like omnivores that are the dominant form of animal life on Urlok-Beta. Their thick, water proof pelts are a gleaming silvery

white, and the Urloks take great pride in their fur, and can be a bit vain about its upkeep. Their males stand well over 8 ft tall, and weigh almost half a ton. Urlok females tend to be around a foot shorter, and 200-300 lbs lighter.

Urlok eyes are small and deeply set into the alien's thick skull. Their snout ends in a nose as keen as a bloodhound's. Most Urloks have black or dark blue eyes, but many of their females have iridescent green eyes.

Urloks dress simply, usually only donning a load bearing vest and uniform pants. Perfectly adapted for life on a frozen ice-ball, they complain constantly about the oppressive 75 degree heat on most human-run stations. Visitors to an Urlok's personal quarters are encouraged to bring a parka.

Reproduction: Urloks reproduce like most mammals. They are most fertile in the late fall or early winter, as their homeworld measures the seasons, and tend to give birth during early summer. Urlok pregnancies usually result in single births. Urlok infants are born more developed than human children, and can walk, run and imitate sounds within a few hours of their birth.

Urloks enjoy sex for pleasure, but have little attraction to anyone outside their own species. They are a monogamous, fairly conservative culture sexually. One of the few cultural weaknesses exposure to Galaxy Command hasn't wiped away completely is the stereotypical Urlok sexism. They tend to be curt, dismissive and sarcastic to women, at least they meet one who puts them in their place.

Names: Urloks have complex, polysyllabic first names and clipped, guttural surnames. There isn't much difference between male and female Urlok given names, as far as human anthropologists can tell.

First Names: Adarata, Lupsalia, Mestheniala, Sudustaristica

Surnames: Charkk, Chug, Drak, Ix, Mackk, Nack, Stakk

Size: Urloks are Large Humanoids. As Large creatures, they receive a +4 size bonus on Grapple checks, but suffer a -1 size penalty to Defense and a -4 size penalty on Hide checks.

An Urlok's base land speed is 30 ft. Their world is covered with icebound seas, and Urlocks can swim as graceful as the polar bears they resemble. Urloks have a Swim speed equal to their land speed of 30 ft.

Urloks have the Psionic subtype, and may freely select Psionic Precursors and Psionic Feats, described in Psi-Watch.

Ability Score Modifiers: +2 STR. Urloks are big, tough and heavily muscled. Their bodies are sheathed in multiple layers of dense muscle and insulating blubber, giving them their distinctive barrel-chested appearance.

Racial Skills: Urloks are adept at surviving on a cold, inhospitable world. They receive a +4 racial bonus on Survival checks made in cold weather or arctic conditions, as well as FORT saves made to resist extremely cold environmental temperatures. They receive Cold Resistance 5 as a result of their planetary adaptations.

Wrestler (EX): Urloks are trained from birth to use their great size and strength to their advantage in battle. Urloks do not provoke attacks of opportunity when beginning a grapple. Naturally the bear-hug is a favorite tactic.

Psi-Lance (SU): Urloks have a natural psionic gift which they refer to as "Carm-shital" or "Mind Hunter's Spear". This talent has helped Urlok hunters bring down game since prehistoric times.

As an attack action, the Urlok can project a beam of psionic energy which hits with the force of a bullet. This attack has a 20 ft range increment, and inflicts 2d6 points of force damage. An Urlok can use this ability at will.

Enhanced Senses: Urloks come from a dim world and have low light vision. Their keen noses give

them the Scent special quality. An Urlok with the Track feat may use it to track by scent alone.

Racial Weaknesses: Urloks are prone to overheating on warmer planets. They suffer a -4 penalty on FORT Saves made to resist extreme environmental heat.

Favored Classes: Psionic Hero and Strong Hero Basic Classes, Soldier and Galactic Marshall Advanced Classes

Technically Human

Thanks to low budgets, a good number of the aliens on old sci-fi adventures were just humans with elf ears, green body paint, a funny hair cut, or a couple of pieces of latex stuck to their nose or chin. These extremely humanoid aliens may have had well defined cultures of their own, but in terms of the role they played in the stories, they were pretty much identical to humans.

In game terms, you can easily play a character that is statistically human, but is a member of a human-like alien race. These 'near-humans' gain the standard human bonus skill points and extra feat, but come from a mostly Earth-like world somewhere else in the galaxy. The differences between these near humans and *homo sapiens* are purely cosmetic (and cultural to a lesser degree). Odd colored or textured skin or unusual facial features are descriptive elements within the player's control in a sci-fi game. Just describe your nearly human alien as you see fit, and work with your game master to build your unique alien's homeworld so it fits neatly into the Galaxy Command story. Or don't, and just make up the xeno-culture as you go along, the writers of the shows we're emulating certainly did.

If you want to make your near-humans more unique from a game-rule stand-point, you can use any 0 MP Cosmetic-level mutations and the Planetary Adaptation feat to custom build your alien species-of-one.

Galaxy Command Feats

The following feats are common in the future of Galaxy Command.

Metagame Feats

Metagame Feats are a new feat type introduced in this sourcebook. Metagame Feats allow players to expend action points to briefly take direct control over some aspect of the story. These feats are designed with the tropes of 70s sci-fi TV in mind, and while they work fine in a more light hearted campaign like Galaxy Command, they may be less appropriate in other, more realistic settings. Use with caution.

Adapto- Gadget (Metagame)

Galaxy Command's inventors work tirelessly to equip the astronauts and Star Rangers under their jurisdiction, to make sure they have the best equipment for anything the galaxy can throw at them.

Prerequistes: Either Trustworthy or Renown, Knowledge (technology) 4 ranks

Benefit: You are a highly trained Galaxy Command hero, and your science department provides you with lifesaving gadgets and concealed weapons, usually disguised as an ordinary minor item or piece of clothing. Once you have this feat, you do not need to specify your adapto-gadget (s) until it is needed.

At any time, as a full round action, you may spend an action point and declare that almost any mundane item you are carrying is really an adapto-gadget in disguise. You may transform your adapto-gadget into any one of the following pieces of gear.

- Det cord (2d6 damage) and detonator with 2 round timer.
- Smoke or tear gas grenade.
- Mild acid vial (1d6 damage)
- Digital camera, basic walkie talkie, linesman's buttset, tap detector, telephone tap or night vision goggles (batteries in each for 1d2 hours)
- Any standard quality professional kit, lockpick set
- Standard binoculars, gas mask or life support badge (1d4 minute oxygen supply)

- Single use food and water purifier (puritizer)
- Single use Soother Pulse (keyed to the next known creature you encounter)
- Single Dose of any of the following chemicals: Antitox, Neutrad, Sporekill
- Universal communicator with a 30 minute power supply.
- Emergency Tunic or Spray Suit
- Single-shot taser. 1d4 electrical, plus paralysis for 1 round, FORT Save DC 14 negates. Range: 10 ft.
- Single-shot poison dart launcher. 1d4 damage plus mild neurotoxin 1d4 DEX initial and secondary damage, FORT Save DC 14. Range Increment: 10 ft

You may have any number of undefined adapto-instant gadgets concealed on your person, and may spend as many action points as you feel comfortable to amass a small, useful arsenal of life saving gadgets.

Limitation: The game master may disallow the use of this feat in certain circumstances, especially if your captors have succeeded on a DC 30 Search check to find your concealed gadgets, if you are nude, or if you have been dressed in foreign clothing.

Some gamemasters might still allow you to use this feat even after a thorough search, by spending two action points. This usually means either your captors missed a gadget, or the gadget is concealed on or in your body. Depending on the technology (and realism level) of your game, the rationale for this might represent everything from a set of swallowed lock picks, subcutaneous implants or useful nano-colonies.

Adapto-Tech Inventor (Metagame)

You are one of the few armorers and inventors capable of dreaming, and building new Adapto-Tech… those lifesaving, mission winning adapto-gadgets that all elite Galaxy Command operatives dream of owning.

Prerequistes: Craft: mechanical and electronic 8 ranks each, Builder

Benefit: With a successful Craft check, you can construct a new adapto- gadget. The base Craft Check DC for a new gadget is 30, requiring at least 10 hours of work to complete.

You may present the Adapto- gadget to its intended user and deliver a "Adapto-brief" describing the object, how it operates and its field uses. In effect, you define the gadgets appearance and use.

The intended user may than activate and use a specific gadget he or she has been briefed on without requiring an action point expenditure. No one other than the gadget's designated user may use the gadget without sacrificing an action point.

Annoying Taunts (General)

You know how to break an opponent's discipline with a constant stream of insults, biting sarcasm and taunts.

Prerequisite: Confident, Bluff 4 ranks, Perform (comedy) 1 rank

Benefit: Once per round, you can designate a single enemy to be the butt of your jokes and insults. The enemy must have an Intelligence score of at least 3, must be within 30 ft of you, and must be able to hear and understand your words.

This enemy becomes enraged by your words, and for the duration of the battle, that adversary suffers a –2 morale penalty if he attacks anyone other than you, or takes non-combat actions not related to attacking or harming you in some way. This condition lasts a number of rounds equal to your Charisma modifier.

Animal Bond (Psionic Precursor)

Your latent psi-talents enable you to link your mind to near by animals and experience the world through their senses.

Prerequisites: Animal Affinity, Handle Animals 4 ranks, CHA 13+

Benefit: A number of times per day equal to one plus your CHA modifier (minimum twice daily), you gain the ability to speak with animals as if they were sentient creatures. Once activated this ability lasts for a number of minutes equal to your CHA modifier (minimum one minute per activation).

Additionally, by spending an action point, you can forge a psychic and pheromone-based bond with any non-sentient animal within 60 ft of you. The targeted creature receives no save against the effect. If the creature breathes your strange pheromones, you can now see through its eyes (and interestingly enough, smell and taste anything the creature does). You receive real time visual information from the creature as long as it remains within 1 mile of you, and does not enter any air-tight area. Sounds are not conveyed.

While seeing through your impromptu familiar's eyes, you are semi-comatose, and can return to full consciousness as a standard action. You may maintain the trance state for a number of hours equal to the creature's CON modifier, before the link degrades into uselessness.

Audacity (General)

You've made a career of doing the impossible, and somehow surviving the insane risks you take.

Benefit: When spending an action point, you can choose to spend additional action points to increase the size of the bonus die you roll. This feat supercedes the rule that you can only spend a single action point per round.

Normal: When adding an action dice, you roll d6 and add the result to the die roll.

Number of Action Points Spent	Type of Bonus Die rolled
1 action point	D6
2 action points	D8
3 action points	D10
4 action points	D12
5 action points	D20

Banner of the Stars (Psionic)

You can brandish you Cosmic Blade and reinforce your soldier's will. Your allies rally to the sight of your impressive cosmic weapon.

Prerequisite: Blade of the Cosmos, CHA 15+

Benefit: As a full round action, you can brandish your Cosmic Blade, which improves the morale and focuses the will of your allies. All allies within 60 ft of you, who can clearly see and hear you, gain a +1 bonus to attacks and Defense for a number of rounds equal to your CHA modifier. Any ally suffering from any of the following status ailments has the condition (s) removed: *cowering, dazed, exhausted, fatigued, nauseated, panicked, shaken or stunned*.

Black Marketer (General)

You know the seedy underbelly of the galaxy like the back of your blood stained hand.

Prerequisite: Knowledge (streetwise) 4 ranks

Benefit: You may purchase goods with the Illegal restriction rating, without increasing the base purchase DC. It takes you only half the normal amount of time to find an item on the black market.

Blade of the Cosmos (Psionic)

You are a trusted soldier serving Galaxy Command, but you are more than just another loyal infantryman. You are trusted with one of the greatest symbols of The Command and its authority- a cosmic blade formed from your thoughts, which can cut through anything, and is a badge of office recognized and honored everywhere in civilized space.

Prerequistes: Ancient Weapon Proficiency, Oathbound (to Galaxy Command), Base Attack Bonus +5, Iron Will

Benefit: You have been trained to manifest a Cosmic Blade, an non-physical blade formed from focused psionic energy and exotic stellar particles. Galaxy Command has presented you with a focusing hilt- a technological device resembling a sword's hilt- which allows you to manifest this blade. The technology behind the focusing hilt is fairly simple- if your focusing hilt is lost or destroyed, you can build another with a DC 22 Craft (electronic) check. However, in anyone else's hands the focusing hilt is useless, and only you can awaken its true power.

As a free action when you have your focusing hilt in hand, you may manifest your Cosmic Blade, which is a two handed energy weapon resembling a great sword. This energy blade inflicts 3d6 points of fire damage, and threatens a critical hit on a result of 19-20. The energy blade cannot be used to parry physical attacks or attempt to disarm opponents, as if it were a physical weapon, as well as parrying another Cosmic Blade.

Boarding Expert (General)

You are a highly trained space marine, specially trained in boarding and gaining control of enemy ships and space stations.

Prerequistes: Knowledge (tactics) 4 ranks, Run

Benefit: While aboard any enemy vessel or space station, your base land speed increases by +10 ft, which stacks with increases from other sources, such as Fast Hero class levels. You receive a +1 morale bonus on the following skills while performing the boarding action: Hide, Listen, Move Silently, Spot and Search.

Canny Smuggler (Metagame)

"We'll fence the Vengolan bloodwine on Proxima III, and that cotton fiber mesh… well, I heard they're crazy for that stuff on Atlaxis."

Even a mediocre haul can be profitable for a raider crew, thanks to their knowledge of what's hot (and forbidden) on which worlds.

Prerequisite: Knowledge (streetwise) 4 ranks, Gather Information 4 ranks

Benefit: By spending an action point prior to attempting to fence stolen goods, the Space Pirate can attempt a DC 15 Knowledge (streetwise) check to try and find the best buyer for the load. If the check is successful, the pirate's controlling player can detail some obscure bit of inter-galactic commerce, stating on which world the haul can be fenced on for extra profit… and why.

If the check is unsuccessful, the action point is not spent, and the load must be fenced normally. You cannot retry this check for the same or very similar loads within a galactic standard year of the failed check.

Doing so means if the raider crew journeys to the named world relatively soon, the sale price of the cargo will be equal to ½ the Base Purchase DC + 1d6. The world is always a significant distance away from the raider ship's current location or base of operations, and should be a minor adventure to reach. The fenced goods are always considered illegal items (usually because they're addictive, dangerous or viewed as immoral by the aliens of that planet) on the target world. Good luck smuggling the stuff in.

Comms Expert (General)

You are a communications expert, familiar with a wide variety of military grade radios, cell systems, ansibles, starship sensors and comms gear.

Prerequisite: INT 13+, Gear Head, Computer Use 4 ranks

Benefit: You multiply the range of any communications device you are using, either as a transmitter or receiver by 1.5 (a 50% increase). You double the effective range of any sensors you are using.

You receive a +2 bonus on all Computer Use checks related to telecommunications as well as a +2 bonus on all Decipher Script checks made to decode encrypted transmissions.

Cosmic Energy Absorption (Psionic)

Your cells are already designed to absorb the vibrant energy of a main sequence star, and can absorb ambient cosmic radiation to increase your power.

Prerequisite: Solar Empowerment

Benefit: You are sustained by ambient cosmic radiation, which makes you immune to the harmful effects of radiation, to suffocation and hard vacuum. You do not need to eat or drink.

When in a heavily irradiated area, you receive a +2 enhancement bonus to your STR and CON scores, as your body absorbs and process the radiation as extra power.

Cosmic Deflection (Psionic)

With your Cosmic Blade in hand, you can parry projectiles and even incoming energy weapon fire with unnatural alacrity.

Prerequisite: Blade of the Cosmos, DEX 15+, WIS 13+

Benefit: When you have an activated Cosmic Blade in hand, you gain a deflection bonus to your Defense score equal to your WIS modifier, and energy resistance 5, which applies to all targeted energy weapons (such as a laser rifle, flame thrower or freeze ray), but not to area effect weapons or energy based explosives.

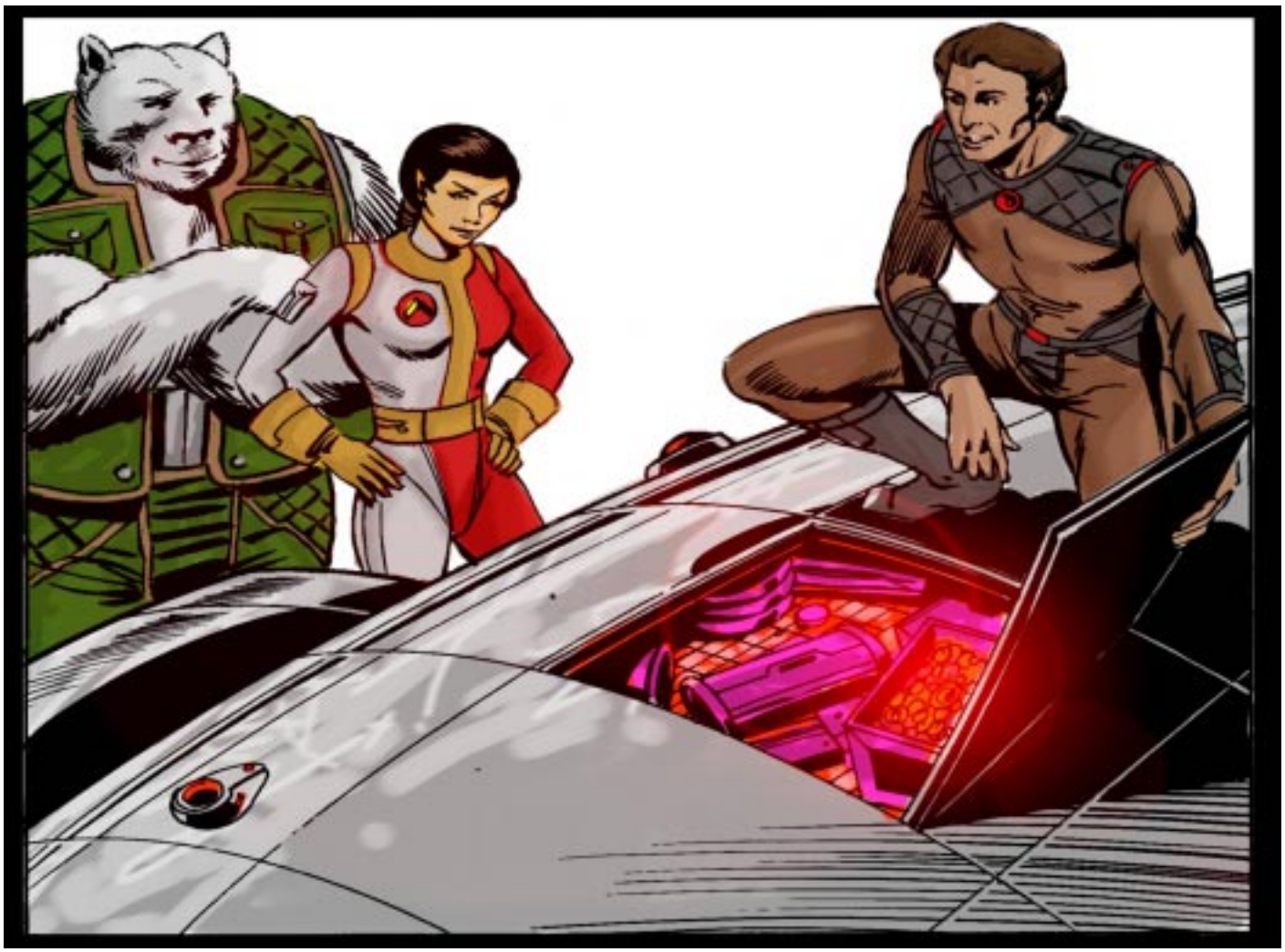
You must be aware of the attack and not helpless or flatfooted to use this ability.

Cosmic Reflection (Psionic)

You are good enough with your Cosmic Blade that you can parry energy bolts, sending back to blast whoever was stupid enough to fire it at you.

Prerequisite: Cosmic Deflection

Benefit: Once per round, you can reflect any energy attack targeted specifically at you (whether a spell, psionic ability or ranged attack) towards any creature within the effect's normal first range increment. This reflected attack is made with



the same attack bonus and to-hit roll as the attack targeted at you.

Decorated Veteran (General)

Your years of service mean one thing: you've survived enough firefights you can call yourself a professional soldier.

Prerequistes: Base attack bonus +5, Knowledge: tactics 8 ranks

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you may add ½ your base attack bonus as a morale bonus to any saving throw, Knowledge check or Initiative check. You may also choose to 'give' some or all of this bonus to any ally within 30 ft. You must speak briefly and inspiringly to the ally, and he must be able to see, hear and clearly understand you. If you grant this bonus to an ally, he or she must use the bonus within the hour or it is lost.

Droid Mascot (Metagame)

You are accompanied by a tiny, floating droid companion who watches your back and helps you to the limits of its design. This non-humanoid, non-anthromorphic droid mascot is almost always present, rarely moving more than a few feet away from you, but is usually only an extra set of eyes and ears. Sometimes, when properly motivated your semi-intelligent droid mascot can be even more useful.

Prerequisite: Adapto-Gadget

Benefit: Your droid mascot is a Diminutive construct who can fly at a speed of 30 ft (perfect maneuverability). When within a 30 ft radius of you, the droid mascot's sensors and early warning systems provide you with the benefit of the Alertness feat, as well as a +2 equipment bonus on Search checks. The droid's programming prevents it from moving more than 100 ft from you. If brought farther away than that, the droid shuts down and goes into stand-by mode until reclaimed.

Your droid mascot is programmed with comprehensive data files, and provides you with a +2 equipment bonus on any one Knowledge check of choice, selected when this feat is first chosen.

The droid mascot has the following statistics.

Defense 18, HP 2, Hardness 2

STR 1, DEX 17, CON -, INT -, WIS 14, CHA –

The robot has no innate offensive capabilities on its own, but can use the taser or fusion torch Adapto-Gadgets if explicitly commanded by its owner, in which case it uses its owners Base Attack Bonus. The droid mascot uses its owners Saving Throws, and has the usual construct immunities.

The droid mascot incorporates the owner's Adapto-Gadgets, and once per game session, the owner can use the droid to manifest any Adapto-Gadget without needing to expend an action point.

Special: If your droid mascot is permanently lost or destroyed, you may replace it within a month, assuming you have access to normal supply channels.

Evasive Tactics (General)

When at the controls of your star fighter, you fly in what looks like its random and erratic manner, but every zigzag, loop and roll you perform serves a tactical purpose. You go out of your way to make sure the bad guys can never get a target lock on you.

Prerequistes: Starship Operations (ultralight), Starship Mobility

Benefit: As a move action when piloting any ultralight space ship, you may attempt a DC 20 Pilot check. If successful, you may add one half the amount you beat the skill check by (minimum +1) as an untyped bonus to your craft's Defense score for one round.

Fast Talker (General)

You can dazzle a mark with statistics, misquoted experts, scientific double speak and flat out (but plausible) lies.

Prerequisite: INT 13+, 4 ranks each in any two Knowledge skills

Benefit: A number of times per day equal to your INT modifier (minimum once daily), you may add your ranks in your highest ranked Knowl-

edge skill as a circumstance bonus on any Bluff or Diplomacy check you make.

Hard Landing (General)

You're tough and lucky enough to survive impacts that would splatter anyone else.

Benefit: Any time you suffer falling damage, or damage from a vehicular collision, you may spend an action point to transform the damage from lethal damage into subdual damage. You may activate this ability after the fall's damage is rolled, allowing you to save your luck for when you need it most.

Historic Inspiration (General)

You have fought in almost every major battle known to history, and quite a few more which have been forgotten by all but those who fought and died there. Your presence on the battlefield is a comfort to the rookie troops under your command, and compared to the eternal champion, everyone is a rookie.

Prerequisite: Old As the Stars

Benefit: By spending an action point, and spending at least a full round action to make a dramatic, inspiring speech, the immortal warrior can help his allies fight more effective, courageous fighters. All allies who can hear and understand the immortal receive a +4 morale bonus on WILL Saves and a +1 morale bonus to either armor class or attacks (recipient's choice). The effects of this inspiring speech last for a number of minutes equal to the immortal's total character level.

Humanoid Rocket (Psionic)

You can unleash your power blast away from you, propelling you through the sky like a rocket's fiery trail. You can fly both in-atmosphere and through space almost as quickly as most starships.

Prerequisite: Solar Empowerment, Cosmic Energy Absorption, Power Blast

Benefit: While in an atmosphere, you gain a flight speed of 60 ft (average maneuverability).

You also gain the ability to cross stellar distances roughly as fast as the swiftest starships available in your campaign. The exact speed you travel is determined by the game master, and is dependant on the setting. In the Galaxy Command setting, your space speed is roughly equal to a Star-Dart fighter. Your space tactical speed about 2,000 ft. You're not as fast as an average starfighter, but you can get in close to dogfight.

Legendary Star Fighter (General)

You have established a special bond, a level of familiarity and comfort with one particular star fighter. You've been through many battles in this one particular ship, won most of them, and have convinced the powers that be to personally assign the starship to you. This is your ship, and a you spend much of your career maintaining, upgrading and training on this impressive warbird.

Prerequistes: Computer Use 4 ranks, Pilot 12 ranks, Starship Operations (ultralight), Starship Gunnery, Renown

Special: You must survive at least 5 space battles with a specific starship before selecting it as your legendary ship.

Benefit: When this feat is chosen, the pilot selects a specific ultralight space fighter to be his or her favorite ship. The pilot then receives a competence bonus on Pilot, Navigate, weapon attack and damage rolls when piloting this ship equal to his or her Reputation modifier (maximum +10 bonus).

When fighting in another ship of the same class as her favorite ship, the numerical bonuses are halved. No bonus is gained when flying any other class of ship.

To designate a new star fighter as a favorite ship, the character must pilot it for at least one month. Alternatively, the pilot can expend an action point to acclimate to the new ship over a period of 8-12 hours. The pilot can only have one Legendary Star Fighter at any time.

Minimum Force (General)

You practice a revolutionary style of unarmed combat taught to the very best Galaxy Command cadets, which focuses on subduing enemies without permanent harm. You know how to strike with fists or weapons to subdue, not kill.

Prerequistes: Combat Martial Arts, Combat Expertise, Treat Injury 2 ranks, Base Attack Bonus +3

Benefit: You are so skilled at judging the damage you can inflict on a foe you can choose to use the minimum amount of force necessary to render the foe unconscious. When you inflict unarmed or melee weapon damage to a foe that would reduce him to 0 HP or fewer, you may elect to do less damage and may choose how many HP the target is left with, between 0 and -9. You may not do more damage with this ability than would normally be inflicted, only less.

Old as the Stars (General)

You are immortal and have had a heroic career spanning centuries. Some immortals are the products of secret genetic experimentation, the discovery of unique alien artifacts, exposure to strange cosmic radiation, or tinkering by some god-like alien intellect. Whatever the source of your immortality, you can expect to live for uncounted millennia, until the stars themselves burn out.

Prerequisite: Character level first (but see below)

Benefit: You have no maximum age and no longer suffer physical ability score penalties for aging, though bonuses to your mental attributes due to your great age continue to accrue. Your physical

ability scores revert to what they were during your Adult age category, returning you to your physical prime.

Due to your centuries of experience, you may select an additional starting occupation. Every millennia of your existence allows you to select another starting occupation.

Special: Normally, this feat can only be selected at first level. However, if your game master approves, you may take this feat later in your career, revealing hidden elements to your backstory at the same time you reveal your immortality.

Precognitive Dreams (Psionic Precursor – Metagame)

When you sleep, you occasionally receive uncannily accurate glimpses of your future. You've had precognitive dreams your whole life and always wake up knowing when a nightmare was just a nightmare, and when it predicts real danger in the near future.

Prerequistes: Iron Will, Concentration 2 ranks

Benefit: By spending an action point prior to sleeping, your character can trigger a precognitive dream. While dreaming, the player has a chance to dictate some aspects of the coming adventure, allowing the character to be prepared for these specific threats, challenges or situations.

Each precognitive dream allows the player to dictate one aspect of an upcoming adventure, which usually will occur within the next few hours or days of 'game time'. The gamemaster can also choose to provide a precognitive flash of events that are expected to happen further along the campaign's time line- for example, providing a glimpse of the campaign's main villain relatively early on.

The player can try for any of the following effects:

Threat Precognition: The game master provides either the total challenge rating for an upcoming important battle, or provides a list of adversaries of approximately the same challenge rating. The precognitive player selects an appropriate adversary, which can become a random encounter, a minion or a major recurring adversary.

Challenge Precognition: Identical to threat precognition, except instead of an adversary, the precognitive character selects an appropriate challenge, such as a skill check, trap or environmental hazard from either a gamemaster approved list or a more general list of challenges by CR.

Dramatic Precognition: The precognitive character adds a significant element to an upcoming scene or encounter, subject to game master approval. This new element can't directly conflict with or contradict the ongoing story, or provide the character with an 'instant win', but can provide a concrete advantage to the player if exploited properly.

For example, the player can declare that the next time his character is brought below ½ HP, some kind of power surge knocks out the lights, possibly aiding his escape. Alternatively, the player might declare a setting detail which serves as a useful clue, such as stating that it will be raining when the group encounters the real killer during a mystery plot.

The gamemaster is free to interpret these precognitive demands as he sees fit. For instance, in the second example, the player could have the group meet all the suspects in a mystery during a driving rainstorm, clouding the precognitive's vision slightly.

It requires at least 8 hours of sleep or rest to receive a precognitive vision. If the character's sleep is interrupted, the action point is not expended, and the precognitive vision simply does not occur. If the event dreamed occurs several days or weeks into the future, the precognitive can dream of the same event multiple times, in hopes of clariifing the event's details. Note that once a vision occurs, the precognitives actions, or those of his allies might render the future moot.

Power Blast (Psionic)

You can unleash the cosmic energy that sustains your alien metabolism as a bolt of energy.

Prerequistes: Solar Empowerment

Benefit: As an attack action, you can fire a beam of heat and radiation from either your mouth, eyes or hands. Your power blast inflicts 2d6+CON

modifier points of fire damage, has a range increment of 50 ft, and inflicts a critical hit (x2) on a natural 19-20.

By spending an action point, you can focus your inner power, and fire even more deadly energy blasts. For one round after spending the action point, all your power blasts inflict double damage.

Special: This energy bolt works similarly to a fully automatic fire arm, and you may use ranged combat feats such as Double Tap or Dead Aim in conjunction with your power bolt.

Racktime (General)

One thing Galaxy Command boot camp teaches is how to catch a few spare moments of much needed rest and to steal as much energy from a 10 minute nap as a full hour of rest.

Benefit: You require less sleep and rest than normal. You require only ½ the sleep a normal character does in order to recover hit points After 4 hours of rest or sleep, the Boot recovers HP as if he has rested for 8 hours. You gain the effects of a full day of complete bed rest with only 8 hours of sleep or rest.

Ranged Disarm (General)

You're good enough you can blast the guns out of your enemy's hands. **Prerequistes:** Precise Shot, Point Blank Shot, Combat Expertise, Spot 1 rank

Benefit: As an attack action, you may make a disarm attempt by firing one round with any ranged weapon that fires a physical projectile. The target must be clearly visible to you and within your weapon's first range increment. A successful ranged disarm attempt disarms your opponent and inflicts 1 point of damage.

Your projectile is considered to be your 'size' for the purposes of the disarm attempt, and unlike normal disarm check, your ranged disarm attempt adds your WIS modifier, rather than your STR modifier to the check. If the disarm attempt fails, your opponent can not attempt to disarm you in turn.

Reverse Engineer (General)

By studying and disassembling recovered technology, you can make great technological strides.

Prerequisites: Salvage, Knowledge: technology 8 ranks, Repair 4 ranks

Benefit: You may disassemble and study a piece of technology from a higher progress level including unusual technology that is magic-based or techno-organic in an attempt to understand how it works. The recovered tech is destroyed in the process, and the research and study requires at least 40 hours of work.

At the end of the study and experimentation period, you may attempt a Knowledge: technology check in an attempt to understand how the recovered device works.

The check DC is based upon the Progress Level of the recovered tech. Recovered technology from PL 5 or less has a check DC 22.

Each additional PL beyond PL 5 increases the Knowledge: technology check DC by +5 (to a maximum base DC 42 for PL 9 technology.) If the recovered tech is magic based or techno-organic, you the check DC is increased by +2.

If your check is successful, you receive a permanent +1 rank in Repair and Knowledge: technology, regardless of your normal maximum ranks in these skills, due to the insights you gained studying the alien device. You may design and build devices similar to the recovered technology without penalty regardless of how much more advanced the device is in contrast to main-line technology.

Signature Maneuver (General)

Over the years, you've developed a unique, instantly recognizable piloting style, which incorporates a specific set of tactics. You can execute a particular space combat maneuver more quickly than normal.

Prerequisite: Legendary Star Fighter

Benefit: Select one of the maneuvers listed below when you choose this feat; this maneuver becomes your piloting 'signature'. When piloting a starship of the same class as your Legendary Star Fighter, or your chosen ship, you may attempt a DC

22 Pilot check. If you succeed, your trademark maneuver takes less time to execute. Full round actions become move actions, while move or attack actions become free actions.

The following actins may be selected as a signature maneuver.

- Attack actions (become free actions): aid another, escape a grappling ship, feint, and total defense.
- Move actions (become free actions): evasive tactics, operate sensors, ram and send/jam transmissions
- Full round actions (become move actions): jump to cruising speed, withdraw

Silicon Based (Psionic Precursor)

You are a silicon based humanoid alien. Your non-carbon based biology makes you more durable and resilient than most of the Milky Way's creatures.

Prerequisite: character level first only

Benefit: Your silicon based anatomy means you are much harder to kill than typical carbon-based life. You receive a +2 racial bonus on all FORT Saves and receive a +2 natural armor bonus to Defense.

Drawback: Your anatomy is significantly different than most other humanoids. Medics suffer a

-4 penalty to treat you, unless they have the Xeno-Medic feat.

Silicon's Wisdom (Psionic Precursor)

Your silicon based anatomy gives you extreme longevity, and your silica-based mind works like an advanced computer system, giving you a clarity of mind and willpower that's impressive to lesser, carbon based creatures.

Benefit: You receive double the usual mental attribute score bonuses for aging, to a maximum of +6 to each ability score at Venerable. You receive a +2 racial bonus on all WIS and INT keyed skill checks, which may supercede existing racial skill bonuses.

Solar Empowerment (Psionic Precursor)

Your hail from a planet with a cold, dying star, and under the light of a yellow sun in the prime of its sequence, you gain incredible strength and endurance.

Prerequisite: Planetary Adaptation (either dark or cold world), Endurance

Benefit: When in a system with a blue (Class O, B or A) or yellow (Class G) sun, you receive a +4 racial bonus to your STR score and gain Fast Healing 2, so long as you remain within ½ lightyear of the star.

You receive no benefit when traveling through interstellar space, or when in a system with any other type of star. You gain the benefit of this feat in a binary star system, provided at least one of the stars meets the criteria.

Stellar Navigator (General)

You have an instinctive gift for navigating through the cosmos, plotting the shortest course through a wormhole, and for helming a starship traveling faster than light.

Prerequistes: Spacer, Navigate 4 ranks

Benefit: You receive a +4 racial bonus on Navigate checks made in space. When plotting a stellar course to a known destination, you may make a DC 20 Navigate check at the beginning of the journey. If the check is successful, you can take advantage of favorable cosmic conditions to cut the total time and consumable fuel required for the journey by 25%.

Failure on this check indicates the journey requires the normal amount of time. Failure by five or more points extends the journey and fuel cost by 10%.

You may take 10 or 20 on this check.

Speed Burn (General)

You know starship avionics well enough to coax just a little extra performance out of your fighter. You can supper accelerate for a massive burst of speed.

Prerequistes: Starship Operations (ultralight), Computer Use 4 ranks, Pilot 8 ranks

Benefit: As a move action while piloting any ultralight starship, you may attempt a DC 20 Pilot check. If the check is successful, the starship surges forward at four times its tactical speed. You may use this ability up to twice in a round, if making a double move while piloting a starship.

Two Fisted Scientist (General)

There's occasionally a time when even the most lab-bound scientist needs to roll up his white lab coat's sleeves and get down to business.

Prerequisite: Defensive Martial Arts, Profession (any scientific) 4 ranks, Knowledge (any) 6 ranks

Benefit: Despite being a lab-rat, you've learned a few things about defending yourself, especially against bruisers who only think with their fists. If you have a higher INT modifier an opponent you are facing in melee combat, you may add the difference between your two modifiers as an insight bonus to either your attack rolls or defense score. You know how to fight scientifically, and exploit openings.

For example, if you have a +3 INT modifier, and you opponent has a +1 INT modifier, you would receive a +2 insight bonus to your combat checks when facing that adversary. If you later got into a brawl with an opponent with a +3 or higher INT bonus, this feat wouldn't provide any benefit. This ability provides no bonus when used against non sentient creatures (a Kodiak bear), mindless, emotionless or completely unintelligent creatures

(zombies) or non-sentient robots.

You may choose to assign your insight bonus to either offense or defense each time this ability is activated. You may swap between the two combat modes as a free action. Once chosen, you combat mode remains in effect until the beginning of your next term.

Underfoot (General)

You use your size to your advantage, and are at your best when facing giant-sized enemies.

Prerequisite: Tumble 4 ranks, Size: small or smaller

Benefit: When battling any creature who's in the Large size category or larger, you receive a +4 dodge bonus to Defense, and a +1 morale bonus to attack and damage rolls.

Unlikely Escape (Metagame)

You have a knack for escaping captivity that's 10% skill, 10% preparation and about 80% blind luck. Your captors always seem to forget to take all your skills and gadgets into account when designing plans to hold you captive.

Prerequisite: Escape Artist

Benefit: By spending an action point while captured or imprisoned, you (as a player) gain the ability to influence the behavior of your character's captors. When this ability is activated, the highest ranked captor must succeed at a WILL Save (DC 10 + ½ your character level + your CHA modifier). If this save fails, the captor or captors fails to take all your character's strengths and abilities into account, leaving one or more obvious avenues of escape open. You can declare what these avenues are in consultation with the game master.

For example, your jailer might leave the code-key that opens your cell in plain view and

within range of your Psychic Hero's telekinetic ability. Alternatively, your captor might imprison your character in an improvised bamboo cage that your Strong Hero character could easily break with even a below average STR check or forget to search your Infiltrator for a set of concealed masterwork lock picks.

War Clone (General)

You are a genetically engineered supersoldier, a remnant of a long ago war. You survived into the present, enlightened galactic era through cold-sleep, and awoke to find a new, nearly unrecognizable galaxy. The war you were grown to fight may be long over, but there are always new wars.

Prerequisite: Human or near-human species only, character level first

Benefit: You a warrior born, with a knack for violence and combat and have a mastery of diverse combat styles.

By selecting this feat, you effectively gain a 'free-floating' feat slot, which can be filled with a variety of combat feats. You plug in any combat feat of your choosing from the following list, which remains in place until you change the feat. Changing your feat choice requires a DC 15 Knowledge tactics check and one minute of meditative calm.

You must meet all the prerequistes of any temporary combat feat. You may not use any of these feats as a prerequisite for any other feat.

Acrobatic, Advanced Firearms Proficiency, Brawl, Combat Expertise, Combat Martial Arts, Dodge, Double Tap, Elusive Target, Great Fortitude, Improved Brawl, Point Blank Shot, Power Attack, Streetfighting, Two Weapon Fighting.

Warrior Prodigy (General)

You are a master of armed and unarmed combat.

Prerequisite: Combat Martial Arts

Benefit: You increase your Base Attack Bonus by +1, which may increase the number of it attacks you can make per round when choosing the full attack option.

Special: You can select this feat multiple times; its effects stack. Even if your BAB exceeds +20, you do not receive more than four attacks per round, as per the rules in the D20 SRD for 'epic level' characters.

Weakening Touch (General)

Your alien martial arts skills give you the ability to weaken an adversary with a single decisive strike to a neural pressure point.

Prerequistes: Combat Martial Arts, Base Attack Bonus +1

Benefit: You make an unarmed attack against a living creature, and if the attack succeeds, the target takes no damage must succeed at a FORT Save (DC 10 + ½ your character level + your STR modifier) or become *fatigued* for one minute. During this time, the character suffers a -2 penalty to STR and DEX and can't run or charge. This combat technique has no effect on a creature that is already *fatigued*, though the effects of multiple weakening touches are cumulative.

If the target makes a successful attack of opportunity against you that deals damage, the weakening touch automatically fails.

Special: This ability does not work on creatures without nervous systems or discernable anatomies, such as plants or oozes.

Well Prepared (Metagame)

You train constantly, and enjoy the chance to show off your unique skills. The skills and talents you demonstrate at the beginning of an adventure often prove useful at the adventure's climax.

Benefit: You as a player gain a limited ability to influence the adventure's plot, dictating what types of challenges you will face later in the adventure. At the beginning of a particular mission or adventure, before the end of the first two game sessions, you may tell your game master you are intently practicing a particular skill (such as extensive training time in a flight simulator to master a new type of star fighter you suspect the adventure will

require you to pilot).

You receive a +6 luck bonus on all checks with this skill made during the particular mission or adventure.

More importantly, the gamemaster will incorporate the designated skill check at some point during the adventure's climax. This encounter may replace one of the gamemaster's previous planned challenges, or be an additional challenge appropriate for a character of your level. Since you as a player know the challenge is coming, and are receiving a bonus to the check, you are in a better position to succeed.

Limitation: You may only designate one skill at any particular time.

Zero-G Commando (General)

You are trained to fight effectively in zero gravity conditions.

Prerequisite: Zero-G Training, Base Attack Bonus +3

Benefit: You receive a +2 bonus on attack and damage rolls made in zero-g conditions. In addition, when in zero-g conditions, your flight speed is increased by +30 ft thanks to your knowledge of how to maneuver in null-grav conditions.

The Psychic Hero Basic Class

The Psychic Hero Basic Class is an alternative to traditional attribute based Basic Classes, and is a unique character option available in the Galaxy Command setting, as well as Otherverse America and Psi-Watch. The Psychic Hero utilizes most of the psi-talent mechanics designed for Psi-Watch in a slightly different way. The Psychic Hero Basic Class breaks several of the Psionic feat trees in Psi-Watch down into Talent Trees, enabling players to quickly and easily build a psychic hero in the spirit of 70s sci-fi.

Psychic Heroes in Galaxy Command are specially gifted young men and women who have honed their natural psychic talents to an incredible degree. With concentration, these young psychics can read minds, perform incredible feats of telekinesis, or see through walls. Their natural gifts allow them to control others with a thought, giving them incredible power and even more incredible responsibility. Young Psychic Heroes are often more serious, more introspective and more driven than their non-psionic counterparts, because they know all too well the temptations of power.

Psychic Heroes often multiclass with ability-based Basic Hero classes to increase their combat effectiveness. Dedicated and Charismatic Hero levels are usually the best multiclassing choices for young psychics, with Smart Hero close behind. Most Psychic Heroes are scientific geniuses and skilled amateur psychologists and detectives, thanks to their natural empathy. Many Psychic Heroes use the "Basic-Plus", (such as Dedicated Plus) feats from the D20 Future rules to quickly master another Basic class' unique talents with a minimal level investment

Entry Restrictions: Star Droids, Manifold and similar non-organic lifeforms cannot take Psychic Hero levels. For some reason, only organic minds can develop extra-sensory perceptions- most Star Droids treat humanoid Psychic Heroes with mingled respect and disbelief.

(This restriction also means that the Mac-Tik technology developed in the Otherverse America campaign setting, which uses specialized AI to generate telekinetic lifting fields, would fail if brought into the reality of Galaxy Command. Sorry, no impenetrable building-scale force fields or Mac-Tik cruisers here.)

Class Information
The following information pertains to the Psychic Hero Basic Class.

Hit Die
The Psychic Hero gains d6 hit points per level. The character's Constitution modifier applies. Psychic Heroes aren't usually physical powerhouses, as most of their time and energy is focused on mastering their mental gifts.

Action Points
The Psychic Hero gains a number of action points equal to 5 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills
The Psychic Hero's class skills are as follows.

Bluff (CHA), Computer Use (INT), Craft (chemical, pharmaceutical, visual art, writing) (INT), Decipher Script (INT), Diplomacy (CHA), Escape Artist (DEX), Gamble (WIS), Gather Information (CHA), Handle Animal (CHA), Investigate (WIS), Knowledge (arcane lore, art, behavioral sciences, current events, earth & life sciences, history, physical sciences, theology & philosophy) (INT), Listen (WIS), Navigate (INT), Read/Write Language, Speak Language, Spot (WIS), Treat Injury (WIS)

Skill Points at Each Level: 5 + INT Modifier

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Psychic Teamwork, Talent	+1	+2
2nd	+1	+0	+2	+2	Bonus Feat	+2	+2
3rd	+1	+1	+2	+2	Talent	+2	+2
4th	+2	+1	+2	+2	Bonus Feat	+3	+3
5th	+2	+1	+3	+3	Talent	+3	+3
6th	+3	+2	+3	+3	Bonus Feat	+3	+3
7th	+3	+2	+4	+4	Talent	+4	+4
8th	+4	+2	+4	+4	Bonus Feat	+4	+4
9th	+4	+3	+4	+4	Talent	+5	+4
10th	+5	+3	+5	+5	Bonus Feat	+5	+5

Starting Feat: In addition to the two feats all human characters get at 1st level, a Psychic Hero begins play with the Simple Weapons Proficiency feat.

Bonus Feats: At every even-numbered class level, the Psychic Hero receives a bonus feat, which must be chosen from the following list.

Animal Affinity, Archaic Weapons Proficiency, **Blade of the Cosmos,** Blind-Fight, Combat Martial Arts, Confident, Creative, Defensive Martial Arts, Dodge, Educated, Focused, Frightful Presence, Heroic Surge, Iron Will, Medical Expert, Nerve Pinch, Planetary Adaptation, Track, Trustworthy, **Unlikely Escape, Weakening Touch,** Windfall, Zero-G Training

Instead of a conventional feat, the Powered Hero may substitute any Psionic Precursor or Psionic Feat (described in Psi-Watch) for which he meets the requirements.

A Psychic Hero with levels in any ability based basic class may select the associated "Hero Plus" feats from the *D20 Future Core Rulebook*, such as Strong Plus or Smart Plus as a class-based bonus feat.

Psychic Teamwork (EX): Psychic Heroes naturally work well with others, since they unconsciously maintain a low level psychic rapport with their friends and comrades. When the Psychic Hero successfully uses the Aid Another action to assist an ally with a skill check, the bonus provided is +3, improved from the normal +2.

Talents: At every odd-numbered class level, the Psychic Hero selects a talent from the following talent trees. Some talents have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than one unless expressly indicated.

Beginning Talents: A first level Psychic Hero can choose from: Empath I, Object Reader, Supersensory Perception, and Telekinesis I.

Empath Talent Tree

The Psychic Hero has a natural insight into the moods and emotions of others, and can use his psi-talents to read, calm or inflame emotions.

Empath I: The Psychic Hero has a knack for being sensitive to the feeling and thoughts of others, without having those emotions conveyed in any objective manner. The talent provides the Psychic Hero with a bonus on checks involving social interaction (Bluff, Diplomacy, Handle Animal, Intimidate, Perform and Sense Motive), provided the hero spends at least one minute observing his target(s) before making the skill check. The bonus is equal to the Psychic Hero's class level.

This ability is identical to, and stacks with, the Dedicated Hero talent of the same name.

Empathy II: You can read the minds of those around you, easily scanning their surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. You may manifest this ability at will, and maintain the scan for up to one minute per point of your WIS modifier. Manifesting this ability is a standard action, and you must rest at least one minute between activations of this talent.

First round of the scan: Reveals the presence or absence of thinking minds (from conscious creatures with an INT score of 1 or higher) within a 60 ft cone emanating from you. You do not pinpoint scanned creatures or know their exact location.

Second round of the scan: You know the number of sentient creatures (INT score of 5+) and the INT score of any creature within your scanning range.

Third round of the scan: You detect the surface thoughts of any mind within the area. The subject can attempt a WILL Save (DC 12 + your WIS modifier) to avoid having its thoughts read.

Animals and similar low intellect creatures have simple, instinctual drives you can pick up.

If the subject succeeds on a WILL save, you must manifest this ability again to have another chance. Each round you concentrate on maintaining the scan, you can scan another 60 ft cone. The power can penetrate barriers, but may be stopped by 1 ft of stone, 1 foot of common metal or plastic, a thin lead sheet, or 3 ft of wood or dirt.

Prerequistes: Empathy I

Empath III: With a thought, you can calm or inflame another sentient creature's emotions. You can induce joy, terror, rage, or virtually any other emotional state you can imagine.

As a standard action, you may use your psychic powers in any of the following ways:

Calm Emotions. You calm all agitated creatures in a 20 ft radius around you if they fail a WILL Save (DC 12 + your WIS modifier). You may maintain this effect for a number of rounds per activation with active concentration. Once this ability ends, you must wait one minute before reactivating this talent.

You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not end) any morale bonuses granted by spells such as bless, good hope, and rage, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Cause Fear: You may Cause Fear, as a mage of your Psychic Hero class level.

Induce Rage: As a standard action, you may induce a sentient creature within 30 ft, who you can clearly see or hear you, into a violent, blood-thirsty rage. Affected creatures can negate this ability with a successful WILL Save (DC 12 + your WIS modifier). While enraged, the affected creature receives a +2 morale bonus on melee attack and damage rolls, but suffers a -4 penalty on defense.

The affected creature can not cast spells, manifest psychic powers, or take any action requiring concentration or deliberation. This affect lasts as long as you concentrate on maintaining the rage state, and for 1d4 rounds after you cease concentrating.

Limitations: You are *fatigued* for an hour after manifesting this powerful effect. You cannot use your psychic powers to induce rage in yourself.

Prerequistes: Empathy I, Empathy II

Emapth IV: You can completely dominate another creature's consciousness with your powerful telepathic mind! As a standard action, you can attempt to charm any sentient humanoid or monstrous humanoid of Large size or smaller within 100 ft. This power makes the target regard the Psychic Hero as his or her trusted friend and ally. If the target is currently being threatened or attacked by the Psychic Hero or allies, however, the subject receives a +5 bonus on his or her saving throw.

The power does not enable the Psychic Hero to control the charmed person as if he or she was an automaton, but he or she does perceive the Psychic Hero 's words and actions in the most favorable way. The Psychic Hero can try to give the subject orders, but the Psychic Hero must win an opposed Charisma check to convince the subject to do anything he or she would not ordinarily do. (The Psychic Hero can't try again.)

A charmed being never obeys suicidal or obviously harmful orders. Any act by the Psychic Hero or his or her apparent allies that threatens the charmed person breaks the power. Note also that the Psychic Hero must speak the person's language to communicate his or her commands.

The Psychic Hero can maintain control of a creature for a number of rounds equal to his Psychic Hero class level.

Prerequistes: Empathy I, Empathy II, Empathy III

Sensitive Talent Tree

Psychics who specialize in this talent tree gain the ability to perceive distant, concealed, or unknowable things through their extrasensory perceptions.

Supersensory Perception: You have the psychic ability to increase your existing physical senses. As a standard action, you can enter a mild psychic trance which allows you to manifest extraordinary sensory capabilities you do not ordinarily possess. You may maintain this trance state for a number of minutes equal to your WIS modifier, and may activate this talent equal to your Psychic Hero class level.

While the supersensory trance is effect, you may manifest any one of the following sensory modes, chosen when the power is activated: lowlight vision, Darkvision with a 60 ft range, Blindsense 60 ft or Tremorsense 60 ft.

Object Reader: At will, you can touch any inanimate, unliving object, reading the psionic traces left behind by the previous owner. While reading an object's past, you are in a helpless trance state, which you may end at any time. You can maintain the trance state for a number of minutes equal to your WIS modifier (minimum one minute). The amount of information revealed depends on how long you study a particular object.

1st round: Previous owner's gender.
2nd round: Previous owner's age.
3rd round: Previous owner's general appearance.
4th round: Previous owner's primary allegiance (if any)
5th round: How the previous owner gained and lost the object.
6th round and beyond: Next previous

owner's gender. The cycle repeats until all previous owners of the object are detailed.

An object without previous owners reveals no information other than a vague image of its place of creation. You can continue to scan for previous owners for as long as the power's duration lasts. If you read the object again, you don't pick up where you last left off in the series of previous owners.

Environment Reader: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you can open yourself to psychic impression and ghost memories to gain a vision of a place's past. Rooms, streets, tunnels and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a vision of the past.

The types of events most likely to leave psi-impressions are those of great emotional significance: battles and betrayal, marriage and murders, births and deaths or any other event where one emotion dominates. Mundane, everyday occurrences leave no psionic residue for you to detect.

The vision of the event is dream like and shadowy, like a low resolution videoclip shot in near darkness. You gain no special knowledge of the event, merely seeing a visual representation from a 'neutral' third person perspective. You can easily read large banners and writing visible in the vision, but finer details require Spot checks to make out, the DC of which is determined by the gamemaster.

You can scan events in real time, viewing events as distant as a century ago. The visions encompass 50 ft radius, centered on your body. You may maintain a trance with concentration, for up to an hour per vision.

Prerequisite: Object Reader

Intuition: The Psychic Hero has an ability to sense trouble in the air. The Psychic Hero can attempt a WILL Save (DC 15). On a successful save, he gets a hunch that everything is either alright, or gets a bad feeling about a specific situation, based on the game master's best guess relating to the circumstances. This talent is usable a number of times per day equal to the Psychic Hero's class level.

This ability is identical to, and stacks with the Dedicated Hero talent of the same name.

Prerequisite: Either Empath I or Supersensory Perception

Remote Viewing: This power enables the Psychic Hero to concentrate on some locale and hear and hear it almost as if he were there. Distance is not a factor, but the locale must be known—either a place familiar to the Psychic Hero or an obvious place- such as around a corner or behind a door.

Manifesting this ability is a full round action, usable at will. The Psychic Hero can maintain the clairvoyant trance indefinitely with concentration.

Prerequisite: Either Empath I or Supersensory Perception

Telekinesis Talent Tree

Psychic Heroes who focus on developing their telekinetic abilities can lift ever increasing weights through will power alone.

Telekinesis I: You may move objects telekinetically as a standard action. You may move unattended objects weighing ten pounds per point of your CHA modifier. You may utilize this ability at will, directing the object (s) as a standard action, which provokes attacks of opportunities. Open hand telekinesis can affect all objects within line of sight in a 60 ft radius. Telekinetic Psychic Heroes may affect one object per point of CHA modifier simultaneously.

You may perform Craft and DEX based skills using telekinesis, but suffer a –4 penalty on all skill checks due to lack of sensitivity. You may throw objects telekinetically, but suffer a –4 penalty on attack rolls.

Thrown objects inflict 1d4 points of subdual damage per 10 lbs. Edged objects inflict 1d4 points of lethal damage per 10 lbs. Inhalation poison telekinetically thrown in an adversary's face or nose

inflicts a –2 circumstance penalty on the unfortunate victim's FORT saves. Telekinesis cannot be used directly against living beings or objects in another creature's possession.

Telekinesis II: You may lift and manipulate objects weighing up to 100 lbs per point of your CHA modifier telekinetically.

You may also blast a target with telekinetic force as a ranged touch attack. Doing so is a standard action. If this TK blast strikes, it inflicts 2d6 points of force damage. This manifestation of your telekinesis has a 60 ft maximum range.

Prerequistes: Telekinesis I, any other Psychic Hero talent

Telekinesis III: You are constantly surrounded by a low level telekinetic deflection field. You receive a Deflection Bonus to defense equal to your CHA modifier. Your telekinetic forcefield renders you immune to Force effects, such as another Psychic Hero's telekinetic punch, *magic missiles* and some energy weapons.

Prerequistes: Telekinesis I, Telekinesis II

The Galactic Marshal Advanced Class

Galactic Marshals are special Galaxy Command agents who are authorized to enforce the law, aid space-travelers and bring justice to even the most remote colony worlds. Known and trusted in every corner of the galaxy, these heavily armored heroes are considered the voice of the Galactic Senate when resolving disputes or dispensing justice. Galactic Marshals are tasked with apprehending criminals, bringing escaped convicts and space pirates to justice, not to mentioning establishing first contact with non-aligned worlds and showing them the benefits of Galaxy Command affiliation.

Galactic Marshals are called to be investigators, jurists and diplomats as often as they are called to be soldiers. They have a diverse array of skills, and are respected leaders. Galactic Marshals often lead squads of Galaxy Command operatives into danger.

Requirements:
To qualify to become a Galactic Marshal, a character must fulfill the following criteria.
Base Attack Bonus: +2
Skills: Knowledge (civics) 6 ranks, Knowledge (tactics) 6 ranks
Feats: Trustworthy, Personal Firearms Proficiency, Starship Operation (any)
Special: Prospective Galactic Marshals must be members in good standing of Galaxy Command, and must dedicate at least one of their allegiances to either the organization, to upholding the law and justice, or to any good, humanitarian ethos.

Class Information
The following information pertains to the Galactic Marshal advanced class.

Hit Die
The Galactic Marshal gains d10 hit points per level. The character's Constitution modifier applies. Galactic Marshals are tough, courageous and almost impossible to kill, and they have to be, because the universe is a dangerous place.

Action Points
The Galactic Marshal gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills
The Galactic Marshal's class skills are as follows.

Bluff (CHA), Computer Use (INT), Diplomacy (CHA), Drive (DEX), Gather Information (CHA), Investigate (WIS), Knowledge (behavioral sciences, civics, current events, streetwise, tactics, technology) (INT), Navigate (INT), Pilot (DEX), Profession (WIS), Read/Write Language, Repair (INT), Sense Motive (WIS), Speak Language, Spot (WIS), Treat Injury (WIS)

Skill Points at Each Level: 5 + INT Modifier

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+2	Trusted Defender, Star Soldier	+1	+1
2nd	+2	+3	+0	+3	Detective Training	+1	+1
3rd	+3	+3	+1	+3	Bonus Feat	+2	+1
4th	+4	+4	+1	+4	Veteran Defender	+2	+2
5th	+5	+4	+1	+4	Marshal's Leadership	+3	+2
6th	+6	+5	+2	+5	Bonus Feat	+3	+2
7th	+7	+5	+2	+5	Star Proofing	+4	+3
8th	+8	+6	+2	+6	Marshal's Leadership (immunity)	+4	+3
9th	+9	+6	+3	+6	Bonus Feat	+5	+3
10th	+10	+7	+3	+7	Marshal's Hunch	+5	+4

Bonus Feats: At 3rd, 6th and 9th level, the Galactic Marshal receives a bonus feat, which must be chosen from the following list.

Adapto-Gadget, Advanced Combat Martial Arts, Aircraft Operation, Armor Proficiency (powered), **Blade of the Cosmos,** Brawl, Combat Throw, Dead Aim, Defensive Martial Arts, Double Tap, **Droid Mascot,** Endurance, Far Shot, Improved Combat Martial Arts, Improved Combat Throw, Improved Disarm, Improved Knockout Punch, **Legendary Starfighter, Minimum Force,** Nerve Pinch, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Run, Shot on the Run, Skip Shot, Starship Gunnery, **Speedburn, Unlikely Escape,** Urban Tracking, Vehicle Dodge, **Weakening Touch**, **Well Prepared,** Zero-G Training

Trusted Defender (EX): The Galactic Marshal is provided with a uniform, a unique, nearly indestructible badge and authorization documents from Galaxy Command proclaiming their occupation as a space cop. Their status as galactic heroes provides the Marshal with a +2 circumstance bonus on CHA based skill checks among those friendly to Galaxy Command.

Star Soldier (EX): Galactic Marshals are specially trained in combat and futuristic police work. They become proficient with all forms of body armor, gaining Armor Proficiency (light, medium and heavy) as a bonus feat. Galactic Marshals are also tutored in unarmed combat and receive either Combat Martial Arts or Defensive Martial Arts as a bonus feat.

Detective Training (EX): Galactic Marshals are expected to solve crimes and resolve disputes, as well as capture criminals. Starting at 2nd level, the Galactic Marshal may add ½ of his class level (rounded down) as an untyped bonus to Investigate, Sense Motive and Knowledge (streetwise) checks.

Veteran Defender (EX): Galactic Marshal becomes even tougher as the years and the missions stack up. A 4th level Galactic Marshal treats any armor worn as though its armor check penalty is 2 better, and becomes immune to pain and fear effects.

Marshal's Leadership (EX): Starting at 5th level, the Galactic Marshal's presence can hearten and inspire his allies. All allies within a 60 ft range of the Marshal, who can clearly see and hear him, use the Marshal's WILL Save modifier in place of their own if it is higher.

Starting at 8th level, allies within 60 ft also become immune to pain and fear effects, so long as they can see and hear their Galactic Marshal commander.

Star Proofing (EX): Veteran Galactic Marshals are conditioned using experimental Galaxy Command radiation treatments, surgeries and cyber-implantation to allow them to survive in the hard vacuum of space without need of external life support. Starting at 7th level, the Galactic Marshal can survive indefinitely without food, water, sleep or a breathable atmosphere. He becomes immune to environmental temperature extremes, though heat and cold based attacks still effect him normally. He also becomes immune to radiation, suffocation and the effects of hard vacuum.

Marshal's Hunch (EX): At 10th level, the Galactic Marshal gains an uncanny talent for solving crimes and untangling mysteries. Whenever the Marshall spends an action point to increase the result of a skill check made using any of the following skills (Gather Investigation, Investigate, Research, Search, Spot and Sense Motive) he gets to add an additional +1d8 to the result.

Additionally, if the Marshall fails one of these skill checks, and has at least one action point remaining, the game master informs the character of the failure, and allows them to expend an action point to improve the result of the skill check. In this case, the Galactic Marshal does not add the additional +1d8 to the check result.

Normally, a character who fails one of these checks is unaware of their own failure. In this case, the Marshall is aware that he 'missed something' but not exactly what.

The Mechamorph Defender Advanced Class

The Mechamorph Defender is a powerful character class that is unique to the Manifold. Members of other species cannot select this advanced class. Mechamorph Defenders are the champions and protectors of the Manifold species, techno-organic paladins who keep watch over the robotic species many colony worlds. These elite warriors explore their cybernetic heritage through a well defined path of upgrades and continual evolution. While all Manifold can periodically enter a liquid steel cocoon and alter their structures, none do so as often or undergo as dramatic of changes as the Mechamorph Defenders.

As a Mechamorph Defender rises through the ranks of the order, it redesigns and streamlines its body, improves its onboard weapons and defensive capability and develops the ability to project the glistening blue force domes that are the most visible symbol of the Defender caste.

In addition to their more obvious role as the team's heavy gunner, a Mechamorph Defender is suprisingly good diplomat, well trained in first contact procedures and battlefield diplomacy. When dealing with machine-life, these steel and polymer juggernauts make excellent 'front-men' for the team, and the Mechamorph Defender's mechanical gifts and technological know how makes them excellent cyber-docs. In a mixed Manifold/organic team, they will likely be the mechanic best able to aid their wounded siblings.

Requirements:
To qualify to become a Mechamorph Defender, a character must fulfill the following criteria.

Species: The Mechamorph Defender class is exclusive to the Manifold species.
Base Attack Bonus: +3
Skills: Craft: structural 4 ranks, Knowledge (tactics) 4 ranks, Repair 4 ranks
Feats: Iron Will

Special: A prospective Mechamorph Defender must declare at least one of his alligences towards the protection of the Manifold race, a particular Manifold colony or organization, or the members of its platoon.

Class Information
The following information pertains to the Mechamorph Defender advanced class.

Hit Die
The Mechamorph Defender gains d12 hit points per level. The character's Constitution modifier applies. Mechamorph Defenders are walking tanks, capable of withstanding massive amounts of punishment.

Action Points
The Mechamorph Defender gains a number of action points equal to 6 + one-half of its character level, rounded down every time it attains a new level in this class.

Class Skills
The Mechamorph Defender's class skills are as follows.

Computer Use (INT), Craft (electronic, mechanical, structural) (INT), Diplomacy (CHA), Drive (DEX), Intimidate (CHA), Jump (STR), Knowledge (current events, earth & life sciences, history, physical sciences, tactics, technology) (INT), Listen (WIS), Pilot (DEX), Read/Write Language, Repair (INT), Speak Language, Spot (WIS)

Skill Points at Each Level: 4 + INT Modifier

Class Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Defense Evolution	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	+5 HP	Lightbringer	+1	+0
2nd	+1	+3	+0	+0	DR 1/-	Programmed Aegis Bio-Mech Medic	+1	+0
3rd	+2	+3	+1	+1	+5 HP	Bonus Feat	+2	+1
4th	+3	+4	+1	+1	DR 2/-	Structural Superiority	+2	+1
5th	+3	+4	+1	+1	+5 HP	Lightbringer 2x/day	+3	+1
6th	+4	+5	+2	+2	DR 3/-	Size: Huge Bonus Feat	+3	+2
7th	+5	+5	+2	+2	+5 HP	Programmed Aegis II	+4	+2
8th	+6	+6	+2	+2	DR 4/-	Structural Superiority II Lightbringer 3x/day	+4	+2
9th	+6	+6	+3	+3	+5 HP	Bonus Feat	+5	+3
10th	+7	+7	+3	+3	DR 5/-	Final Evolution	+5	+3

Bonus Feats: At 3rd, 6th and 9th level, the Mechamorph Defender may select a bonus feat, which must be chosen from the following list.

Aircraft Operation, **Adapto-Gadget**, Anti-Tank Warfare, Blind-Fight, **Boarding Expert,** Brawl, Builder, Comms Expert, Cleave, Clobber, Defensive Martial Arts, Dead Aim, Far Shot, Gear Head, Groundshake, Heavy Weapons Specialist, Power Attack, Run, Starship Battlerun, Starship Operations, Starship Gunnery, Surface Vehicle Operation, Super Heavyweight, Trustworthy, Vehicle Expert, Zero G Combat

Defense Evolution (EX): The Mechamorph Defender is in a constant state of mechanical evolution. Bio-mechanical 'mutations' increase the robot warrior's survivability by upping system redundancy and armor density.

At each odd numbered level, the robot receives 5 bonus HP, in addition to the d12 HP gains from leveling up and its CON Modifier, if any. On even numbered levels, the robot's Damage Reduction increases by +1/-. This damage reduction increase stacks with DR increases from other sources, including feats and Tough Hero class levels.

By 10th level, the Mechamorph Defender has received DR 5/- and 25 bonus HP from membership in this class.

Lightbringer (EX): When a neophyte Mechamorph Defender takes its first level in this class, the robot enters an evolutionary cocoon and the first stage of bio-mechanical alterations take place.

The structure of the Mechamorph's torso armor changes. Metallic plating is replaced by high-density glass and magnetic containment fields. The energy that gives the Mechamorph Defender life and power is visible behind the thick glass panels.The energy visible beneath the Mechamorph's armor is the cold, brilliant blue/white of a lightning strike, and illuminates the area around the robot like a halogen flood. Retractable panels cover the glowing windows when the stealth is required; the robot can retract or extend these panels as a free action. However, most Mechamorph Defenders wear their glowing badges of office proudly.

Once per day, a Mechamorph Defender can generate a blindingly intense flash of light. All machines within a 60 ft radius, including the Defender instantly recover a number of HP equal to the Defender's class level plus its CON codifier. This healing surge uses ultra-advanced pico-technology to accomplish its goals, not magic; both non-sentient and living machines, including cyborgs are affected by the healing pulse.

At fifth level, the Mechmorph Defender can use this ability twice daily, and the robot can use this ability three times per day starting at 8th level.

Bio-Mech Medic (EX): Starting at 2nd level, the Mechamorph Defender may add half its class level, rounded down, to all Repair checks as well as Diplomacy checks made against bio-mechanical life forms, including other Manifold, similar robotic aliens, and cyborgs of all species.

Programmed Aegis (EX): The Mechamorph's superstructure changes once again. Visible fiber optic tattoos run the length of the robot's arms and energy discharge nodes line its knuckles, all of which glow with brilliant azure light. The robot's internal programs use its life energy- the electromagnetic substance of the robot's soul- to power defensive sub-routines designed to save the lives of other bio-mechs.

Though fundamentally similar to arcane spell casting, the 'spells' the Mechamorph Defender can 'cast' are products of ultra advanced nano-tech and Smartlight programs centuries more advanced than the best technology humanity can imagine. These 'spells' are considered extraordinary abilities, and function in anti-magic zones.

You cast spells as a mage of your total character level. The Mechamorph cannot learn additional spells or copy spells from another mage's spellbook, unless it chooses a magically gifted class.

Each day, the mechamorph cast a limited selection of spell programs equal to its ranks in Repair. For example, a mechamorph with 8 ranks

could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Casting spells is a standard action which provokes attacks of opportunity. The Defender's spells require no advance preparation; the robot decides which spells to cast at the moment he begins speaking the words.

Spell Level	Spell Programming
Zero	Resistance
First	Mage Armor, Magic Weapon, Power Device, Ray of Fatiuge, Shield
Second	Blur, Enhance Ability, Resist Energy
Third	Greater Magic Weapon, Keen Edge, Lightning Bolt
Fourth	-
Fifth	Wall of Force (see text)

Limitation: The Mechamorph Defender's spell-programs cannot affect purely organic creatures- they can only affect other robotic life forms, vehicles and nonliving machines, robots and constructs. If an organic creature has cybernetic implants, no matter how minor, the creature may be affected by the Defender's spell programs.

Organic forms are repulsed normally the the robot's Wall of Force spell-program, regardless of whether or not they have cyber-implants.

Beginning at 7th level, the force shielding capabilities the Mechamorph Defenders are best known for begin to manifest. When manifesting a wall of force, the Mechamorph does so, he does so with an ease and power far in excess of any other shield-slinger's capabilities. Previously, he could cast an 'ordinary' version of the Wall of Force spell; at 7th level, the robot gains the ability to manifest a dramatically improved version. The robot may choose to manifest a wall whose area is up to five 10 ft squares per level, or a sphere or hemisphere with a radius of up to five ft per level. The duration of one of these superior energy fields is 10 minutes per level!

Action Enhancement: By spending an action point while manifesting a Wall of Force, the robot establishes a self sustaining smart light matrix within the field, allowing the enhanced field to stand for up to one day per two Defender class levels.

Structural Superiority (EX): At 4th and 8th level, the Mechamorph Defender's sojourn in its evolutionary cocoon improves its artificial superstructure, increasing the durability of its inorganic tendons and alloy bones, as well as ramping up reaction time and the shock absorbing systems in its legs.

Each time the Defender's superstructure is upgraded in this manner, the robot receives a +2 enhancement bonus to its STR score, and a +10 ft increase to its base land speed. These bonuses stack with themselves, as well as speed increases due to Fast hero class levels or feats.

Size: Huge (EX): At 6th level, the Mechamorph Defender enters an evolutionary cocoon and completely restructures its chassis. The robot becomes much larger and more powerfully built, becoming size Huge. If the robot is already permanently Huge or larger, its size increases by one step to a maximum of Gargantuan.

As a Huge creature, the Mechamorph Defender can wield larger weapons than its human counterparts, and its lifting and carrying limits are triple those of a medium creature. The Manifold receives a –2 size penalty on attack rolls and Defense, and a –8 size penalty to Hide checks. Conversely, the Manifold receives a +8 size bonus on grapple checks.

Final Evolution (EX): At 10th level, the Mechamorph Defender enters the evolutionary cocoon for the final time. During the 36 hour mechamorphizes, the robots entire structure is

streamlined: old wounds and design flaws are eliminated.

During this final mechamorphizes, the Defender receives a +6 enhancement bonus to its CHA score, reflecting a new found confidence and leadership role in its bio-mechanical society, more than offsetting the creature's racial penalty to CHA.

In addition, the Mechamorph Defender receives a final set of physical upgrades, increasing its STR and CON scores by +2 points each.

Equipment, Vehicles and Weapons

A Galaxy Command campaign is all about toys. The starships, the droids, the energy pistols and the photon torpedoes define this sci-fi sub-genre as much, if not more than the plot is. The star-spanning command has an assortment of technological wonders to share with its member worlds, and the heroes need all these technological marvels to beat back wave after wave of indomitable WARSTAR juggernauts.

Costumes and Armor

It was all about budget. Building space suit costumes (at least semi-plausible ones) would of broken the average 1970s TV adventure's season budget, so writers had to come up with rationales for their astronauts to explore alien worlds and perform dangerous EVAs without visible life support. Belt and wrist pods, breather masks, make-it-up-as-you-go nonsense science and a surprisingly high number of oxygenated worlds let 70s heroes adventure without needing moon-suits. Keep up the (cheap!) tradition with the following adventure gear.

Galaxy Command Jumpsuit (PL 6)

The Galaxy Command uniform is a phenomenal form of light body armor and life support wear. The suit appears to be only a lightweight, poly-fiber jumpsuit, but in reality is woven with ultra-miniaturized life support technology.

The jumpsuit acts as ultra-light armor, providing a +1 equipment bonus to Defense. No proficiency feat is necessary to wear this comfortable, everyday work suit. Anti-gravity fibers woven through the suit's pants and boots provide the wearer with a +2 equipment bonus to Jump checks in a normal-gravity environment.

When energized by a Galaxy Command wrist-badge, the jumpsuit's onboard computer systems activate, providing comprehensive life support. A Galaxy Command badge can power the jumpsuit indefinitely, and when so energized the suit allows the wearer to ignore environmental temperature extremes, hard vacuum and radiation, as if he or she were wearing a spacesuit. The energized suit produces an environmental field which keeps the wearer at an ideal temperature and pressure, regardless of outside environmental conditions. The jumpsuit and energy badges are so efficient that Galaxy Command has not used a conventional space-suit in several centuries.

Galaxy Command Jumpsuit and Energy Badges are not typically sold- they are official Command equipment. The jumpsuit has a base purchase DC of 15, and have no restriction rating.

Galaxy Command Energy Badge (PL 8)

The energy badge is a miniature, ultra-high density battery which powers Galaxy Command's life support jumpsuits and many Galaxy Command weapons. These badges appear to be a thick gold and silver bracelet embossed with Galaxy Command's crest. The symbol glows a cold blue-white when the badge is energized and actively providing life support capabilities to a Command jumpsuit, or recharging an energy-cell.

All Galaxy Command operatives are issued a personal energy badge upon their induction into the ranks. Replacing a lost or stolen energy badge with another personalized energy badge takes several weeks, but most Galaxy Command bases have dozens of spare 'blank' badges for emergency use.

These badges have several uses:

When worn with a Galaxy Command jumpsuit, the energy badge provides the wearer with comprehensive life support capabilities.

The badge acts as a two-way comm-link which offers real-time communication with all other Galaxy Command badges, and the Adam Intelligence through a revolutionary ansible system. Thanks to their badges, Galaxy Command has a real-time communication system that spans the entire civilized galaxy.

Finally, the limitless energy source within the badges allows them to recharge conventional batteries and energy cells, including the power cells for most energy weapons. As a full round action, a Galaxy Command agent can recharge most energy cells just by pressing his or her badge against it. Doing so is a full round action.

A Galaxy Command agent can cause their badge to self destruct with a spoken code-phrase, and are instructed to do so to prevent the badge from falling into WARSTAR's hands. The badge will also self destruct if out of contact with its assigned wearer for 72 hours or more.

Badges have a Purchase DC of at least 35, and are Military (+3) Restricted Items.

Universe Box (PL 8)

A Universe Box is the ultimate evolution in personal computing. A small cube about the size of a soda can, the artificially intelligent Universe Box maintains a permanent ansible link to the Adam Intelligence. These ultra-advanced computers will only function for a character wearing a Galaxy Command Energy Badge.

The Universe Box is an all-in-one portable laboratory. It incorporates all the following pieces of equipment, described fully in the D20 Future sourcebook: GalPos Device, Sensors (armacomp, chemocomp, democomp, electricomp, geocomp, mechanicomp, medicomp and robocomp). The device is commonly issued to Galaxy Command science staff.

The Universe Box's artificial intelligence has an INT score of 15, and WIS and CHA scores of 10 each. The AI has 4 ranks each in every Craft skill (except Craft visual arts and Craft writing) and all Knowledge skills, Repair and Treat Injury. It has a pleasant, helpful and non-confrontational personality. It speaks very properly and constantly urges its user to live up to Galaxy Command (and Adam Intelligence's) standards.

A Universe Box can also be used to call for a Dues Ex Machina, by spending an action point. A Universe Box would have a Purchaser DC of at least 43 and be a Military (+3) item, assuming one ever made its way into the black market.

Deus Ex Machina

Improbable last second rescues and the intervention of some benevolent alien intelligence are an expected part of pulp sci-fi. Thanks to the Energy Badge's direct connection to the Adam Intelligence, they are an obvious avenue for these last-chance saves.

By spending an action point, any Galaxy Command agent equipped with an Energy Badge can call upon the Adam Intelligence for immediate, direct aid. Aid from the Adam Intelligence takes one of these forms.

Forceshield: Activated by slapping the badge and shouting an emergency command, the Adam Intelligence's defensive subroutines route a burst of impenetrable silver-blue energy anywhere in the cosmos. Activating this ability is a free action, which can be used as an interrupt during another character's action.

For one round, the badge's wearer is sheathed in an impenetrable forcefield which moves with him. The forcefield provides complete protection from all forms of physical harm, including energy, magic and psionic effects. While shielded, the wearer's attacks and powers cannot pass through the field. This protective field vanishes at the beginning of the character's next turn.

Stun Charge: As an attack action, the badge's wearer can thrust the badge towards an otherwise unbeatable adversary, and fire a powerful silvery bolt of lightning. This electrical discharge is a ranged touch attack which inflicts 10d6 points of subdual damage. The attack has a maximum range of 50 ft.

Using a stun charge to escape from danger or capture an adversary without killing is fully within the Galaxy Command code of ethics, but using this ability to subdue and than murder an opponent is an offense worthy of court martial. The Adam Intelligence hopes that its agents will use this ability to survive without killing.

Information Link: The Adam Intelligence is possibly the greatest mind in the cosmos, and there are very few questions that the alien supercomputer can't answer. As a full round action, the Adam Intelligence can make any Knowledge check on the wearer's behalf with a +32 modifier on the check, virtually assuring success.

Alternatively, the Alien Intelligence can make any Research check on the wearer's behalf as a full

round action. The wearer uses their own Research skill ranks; the advantage to using this ability is the speed at which the Adam Intelligence can provide the answer.

Emergency Tunic (PL 6)

Most starship crews are equipped with an emergency tunic as part of their uniform of the day. The Emergency Tunic is a light shirt, blouse or jacket worn over other clothing or body armor. Color and style varies wildly among starship crews, and on most ships, the color of an astronaut's tunic serves to identify rank or occupation.

The Emergency Tunic is as flexible and comfortable as ordinary cloth, but is designed to act as an emergency life support device in the event of depressurization. When exposed to hard vacuum or radiation, the Emergency Tunic begins decaying on a molecular level, and releases oxygen and radiation-blocking vapors as a by-product of its destruction. Once an Emergency Tunic begins to decay, its dissolution can't be stopped. This lifesaving device can only be used once.

When exposed to hard vacuum or radiation, the tunic provides the wearer with enough oxygen and a stable temperature to survive for up to 6 rounds (30 seconds). During this period, the tunic's wearer treats any irradiated areas as being one step less radioactive.

An Emergency Tunic has a Base Purchase DC of 16, and is an unrestricted item.

Armor: Women in Peril (PL 5)

Sexy she-astronauts in tight, body hugging rubber skinskuits are a time honored part of sci-fi, especially in the case of bad TV sci-fi, and are a major selling point for the genre.

Peril Suits are body hugging polymer bodystockings composed of a glossy black mix of synthetic leather and durable, breathable Kevlar. These form-fitting body stockings are worn exclusively by female operatives, and are designed to be as much of a distracting, psychological weapon as they are to be body armor. These seductive cat suits often include revealing transparent polymer or mesh panels, which show skin without compromising ballistic protection.

A basic Peril Suit provides the wearer with a +2 circumstance bonus on Bluff checks, including Bluff checks made to feint in combat, against anyone who would be sexually attracted to her while it is worn.

A Gazelle model Peril Suit provides the wearer with a +2 circumstance bonus on Bluff checks, as well as access to the Run and Endurance feats for as long as the suit is worn. The suit incorporates advanced shock absorbing footwear, and rudimentary nano-feeders that restore cellular nutrients to the muscles lost to fatigue.

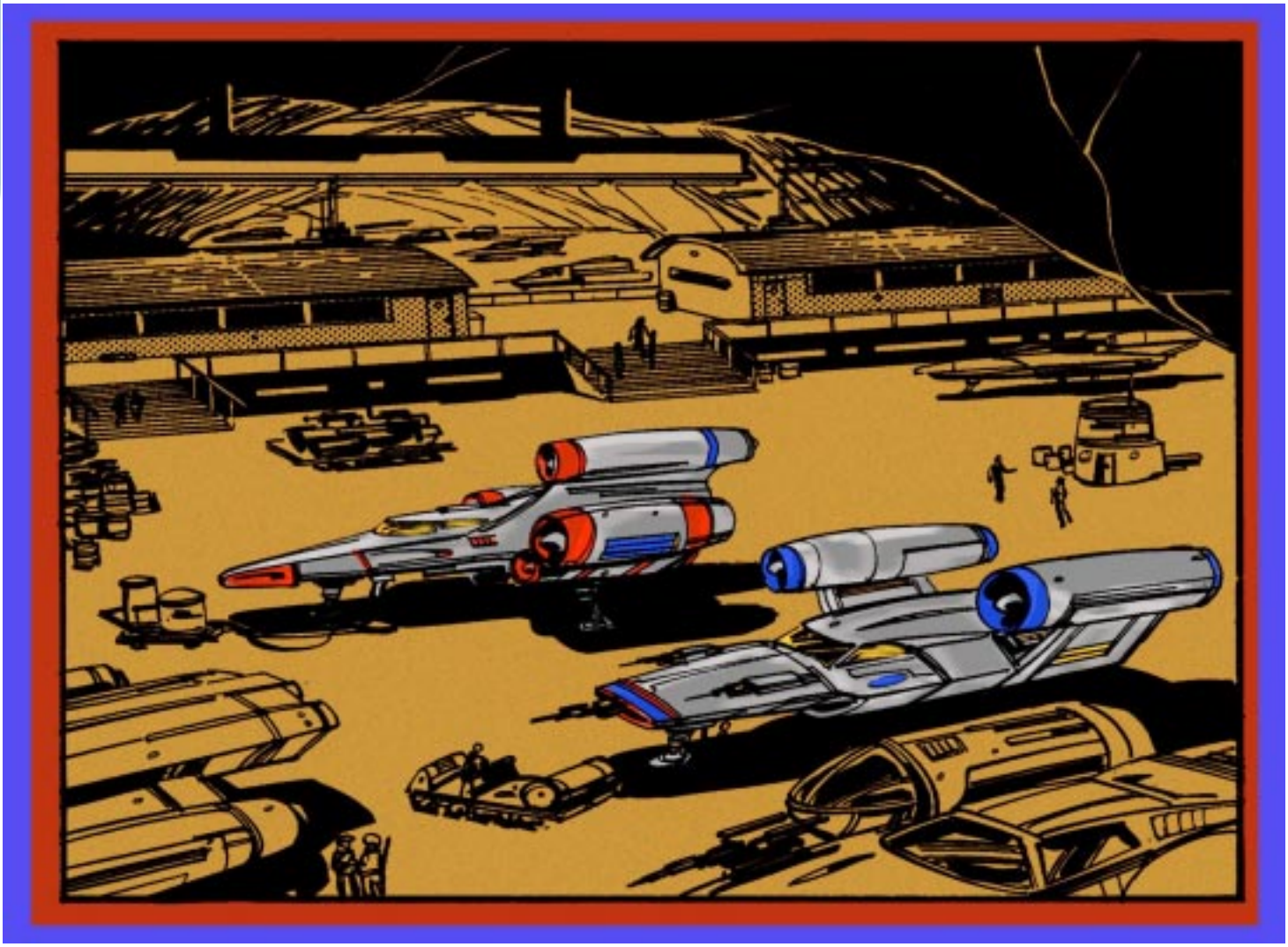
A Succubus model Peril Suit increases the circumstance bonus on Bluff checks to +4. This seductive body stocking is custom fitted to each wearer and incorporates blatantly sexual styling, with large portions of skin visible beneath the armor.

A Mermaid model Peril Suit not only provides a +2 circumstance bonus on sexually oriented Bluff checks, it incorporates a sleek, hydrodynamic outer layer and includes retractable, shapememory polymer swim fins in the suit's slippers. These modifications provide the wearer with a +4 equipment bonus on Swim checks. The Mermaid model Peril Suit includes an onboard 5 minute air supply fed to the diver via a nasal tube.

Finally, the Snowbunny model Peril Suit is insulated, providing a +4 bonus on FORT Saves made to resist cold, including cold based attack forms, as well as the usual +2 circumstance bonus on Bluff checks. Micro-traction groves on the slippers allow the wearer to move her full speed over slick or icy terrain without the need for a Balance check. She does not lose her DEX bonus to Defense when moving over icy terrain.

All Peril Suits are considered Light, Concealable armor. They do not have an armor check penalty and do not reduce a character's speed due to their fine, ultra-light constuction.

Peril Suit	Equipment Bonus	Nonproficient Bonus	Max DEX Bonus	Weight	Purchase DC	Restriction
Basic	+2	+1	+7	1.5 lbs	15	Lic (+1)
Succubus	+2	+1	+7	1.5 lbs	17	Lic (+1)
Gazelle	+2	+1	+7	1.5 lbs	23	Lic (+1)
Mermaid	+2	+1	+7	1.5 lbs	26	Lic (+1)
Snowbunny	+3	+1	+6	2 lbs	24	Lic (+1)



Props and Weapons

Shows like Space Academy were reluctant to show a lot of violence. Maybe it was a political concern; probably it had more to do with the fact they didn't want to have to pay a stuntman to mock up a fist fight. Bigger budget prime-time shows like Star Trek weren't shy about showing a punch or three, but for the most part, the heroes and enemies of pulp sci-fi solved things with a dazzling variety of fancy energy pistols.

Cryogenic Pulse Crystal: The Cryogenic Pulse Crystal is a Proximite weapon. This fist sized blue-white crystal is veined with luminous golden circuitry and is carved into a rough pyramid shape. Held in a fist, it responds to the user's thoughts, and fires a deadly cold beam.

Special Rules: A target struck by the cryo pulse from this weapon is encased in a sheet of ice. The target must succeed at a REF Save (DC 10 + ½ the damage inflicted) or be entangled for 1d6 rounds after the shot by sheets of ice. The ice melts if the target suffers any fire damage.

Defender-1000: The sleek Defender pistol is the standard sidearm of Galaxy Command. This angular, black and grey pistol can be set switched between lethal and stun settings with a simple click of a button, and at its full power setting can vaporize plate steel.

Special Rules: The Defender can be set for either lethal or subdual damage. Switching between modes is a standard action. When set for stun, it not only inflicts subdual damage, but anyone struck by the beam must succeed at a FORT save (DC 10 + ½ the subdual damage inflicted) or be *paralyzed* for one round from neural trauma.

When set for lethal damage, the Defender-1000 ignores the first 5 points of hardness or non-magical Damage Reduction in a target.

Dominance Wand: This fearsome scepter

is a symbol of command in the WARSTAR regime. WARSTAR generals and planetary governors carry a Dominance Wand in addition to standard energy weapons.

Special Rules: Anyone struck by a Dominance Wand must succeed at a FORT Save (DC 13 + ½ damage inflicted) or suffer one of the following status ailments. The Wand's user can change between weapon settings as a standard action.

Nauseated for 1d6 minutes, *Paralyzed* for 1d6 rounds or *Slowed* for 1d6 minutes

Encephlo-Rifle: The Encephlo-Rifle is a Galaxy Command weapon commonly issued to Galactic Marshals, as a way to capture dangerous criminals without killing. It is also commonly issued to xeno-biology teams, so they can anesthetize and examine alien animals from a safe distance. This well made, finely machined energy rifle is always considered a masterwork weapon, and provides the shooter with a +1 masterwork bonus to attack and damage rolls.

Special Rules: This long barreled, sniper-like rifle deals only subdual damage. In addition to the subdual damage inflicted, the target must succeed at a FORT Save (DC 12 + ½ the subdual damage inflicted) or fall *unconscious* for 1d4 hours, or until shaken awake.

Gadget: Yahn Weapons: Yahn is a strange psychoactive crystal, which can be alloyed with common metals to produce some of the best muscle-powered weapons in the galaxy. Found only on the crystalline world of Tal-Yahn XIII, this unique material is especially potent in the hands of psychic warriors.

The Yahn quality can be added to any unpowered form of melee weapon (swords, daggers, maces, ect) or to non-powered projectiles (arrows and crossbow bolts, ect). Doing so increases the base purchase price of the weapon by +3 and increases the restriction rating of the item by one level.

Yahn Weapons provide their user with a +1 insight bonus on attack rolls if that user has the Psionic subtype. The weapons glow a soft purple when held by a psychic. Yahn Weapons have no special properties in the hands of a non-psionic creature.

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine	Size	Weight	Purchase DC	Restriction Rating
Cryogenic Pulse Crystal (PL 7)	2d8 cold	19-20/x2	20 ft	Single Only	10 cell	Medium	2 lbs	20	Restricted (+2)
Defender-1000 (PL 7)	2d6 force	20/x2	40 feet	Full Auto	20 cell	Medium	2.25 lb	18	Military (+3)
Dominance Wand (PL 7)	2d8 fire	20/x2	50 ft	Single Shot	20 cell	Medium	3 lbs	21	Illegal (+4)
Encephlo-Rifle (PL 7)	2d8 subdual	19-20/x2	80 ft	Single Only	10 cell	Large	12 lbs	22	Restricted (+2)

Vehicles

Galaxy Command uses an assortment of shuttles and light starships to haul cargo, ferry first-contact teams to new worlds, and battle WARSTAR fighter-drones. A few of the Command's iconic vehicles are described below.

Star-Dart Ultralight Fighter (PL 7)

The Star-Dart is the iconic Galaxy Command star-fighter. It is a blue and white dagger shaped aircraft with powerful twin engines above the cockpit canopy. The Star-Dart is designed to be operated by a single pilot/gunner, and excels at both space and in-atmosphere combat. The vessel boasts a pair of heavy laser cannons at the edge of each wedge-shaped wing, and a battery of six plasma torpedoes slung under the cockpit. Armed like this, a skilled pilot can make short work of an entire flotilla of WARSTAR kill-drones.

Attack: 2 fire-linked heavy lasers, 8d8 fire (36 hp) 4,000 ft range increment +8/+3
Or Plasma Missile, 18d8 fire (81 hp), battery of 6 aboard

Attack of Opportunity: None

Standard PL 7 Design Specs:
Engines: Twin Ion Engines, Thrusters
Armor: Polymeric
Defense Systems: Damage Control System (1d10)
Sensors: Class III Sensor Array, Improved Targeting System
Communications: Laser Transceiver, Radio Transceiver
Weapons: 2 fire linked heavy laser cannons, battery of 6 plasma missiles
Grappling Systems: None

WARSTAR Void Assassin (PL 7)

Every inch of the Void Assassin is a lethal weapon. The unmanned, droid-fighter is equipped with a wicked battery of energy weapons and neutron torpedoes. WARSTAR launches wave after wave of these purple-hulled, bat-like fighters during assaults on galactic shipping and Galaxy Command star academies. They fly and kill with machine-precision, unswayed by 'organic weaknesses' like compassion, mercy or fear.

Attack: 2 fire-linked heavy particle beams, 18d8 fire (81hp) 4,000 ft range increment +4 ranged and Plasma Missile, 18d8 fire (81 hp), battery of 12 aboard or

2 heavy lasers, 8d8 fire (52 hp), 4,000 ft range increment, +5 ranged and 2x KE Submunition Missiles, 4d12 (26), battery of 24 aboard

Fusion Mine 5d100 (275 hp), two aboard
Attack of Opportunity: None

Type Ultralight	Size Gargantuan (-4 size)
Subtype Fighter	Tactical Speed 4,000 ft (8 sqs)
Defense 19	Length 27' 11'
Flatfooted Defense 13	Weight 31,500 lbs
Autopilot Defense 6	Targeting System Bonus +4
Hardness 15	Crew 1 (ace +12)
Hit Dice 8d20 (160 hp)	Passenger Capacity 0
Initiative Modifier +8	Cargo Capacity 500 lbs
Pilots Class Bonus +7	Grapple Modifier +8
Pilots DEX Modifer +6	Base Purchase DC 44
Gunners Attack Bonus +8/+3	Restriction Military (+3

Standard PL 7 Design Specs:
Engines: Induction Engines, Thrusters
Armor: Deflective
Defense Systems: Autopilot System, Improved Damage Control (2d10), Stealth Screen
Sensors: Class V Sensor Array, Improved Targeting System
Communications: Mass Transceiver, Radio Transceiver
Weapons: 2 fire linked heavy particle cannons, 2 heavy lasers, battery of 12 plasma missiles, 24 KE Submunition missiles, 2x Fusion Mine rails
Grappling Systems: None

Explorer Class Courier (PL 6)

Explorer Class Couriers are the backbone of Galaxy Command, used for everything from passenger transport, to cargo hauling to exploration, to the emergency evac of wounded soldiers. These wedge-shaped shuttles are capable of independent warp travel. They are usually painted in blue and grey- Galaxy Command's standard deco-scheme. Explorer class ships are lightly armed, with only a light laser cannon mounted above the cockpit canopy for self defense. A bulbous 'hump' just above the engines is an escape pod, which can hold up to 5 passengers.

Explorer Class Couriers use the statistics for a Courier ultralight, as described in the D20 Future sourcebook, with the following exceptions. They include a full medical/surgical suite, capable of caring for up to 3 critically wounded patients simultaneously. Their cargo capacity is reduced to 7,500 lbs to accommodate their expanded medical facilities.

The Explorer's StarC.A.T. (catastrophic autonomous transport) pod uses the statistics for a Launch, also found in D20 Future.

The total cost for a fully loaded Explorer, complete with StarC.A.T. pod, is DC 45. The ships are Licensed (+1) items.

Prometheus Class Escort (PL 7)

The Prometheus Class Escort is a standard Galaxy Command's military craft, used for interdiction and patrol. Prometheus Class Escorts have played a major role in almost every encounter with WARSTAR's drone armada. These sleek ships resemble massive, blunt-tipped daggers, similar in design, if not scale, to the Star-Darts. Multiple swiveling racks of missiles rise from the aft of the starship, just above the engines, and multiple gun turrets line its grey hull.

A Prometheus Class Escort uses the game statistics for an Escort ultralight, described in the D20 Future sourcebook. It includes a pair of StarC.A.T. escape pods, one on each side of the ship, just aft of the main passenger cabins.

Type Ultralight	Size Huge (-2 size)
Subtype Assault Fighter Drone	Tactical Speed 4,000 ft (8 sqs)
Defense: 19	Length: 12 ft Width: 31 ft
Flat-footed Defense: 13	Weight: 19,750 lbs
Autopilot Defense: 8	Targeting System Bonus: +4
Hardness 20 ballistic or 40 other damage types	Crew Droid (expert +8)
Hit Dice: 9d20 (180 hp)	Passenger Capacity: 0
Initiative Modifier: +8	Cargo Capacity: 200 lbs
Pilot's Class Bonus: +7	Grapple Modifier: +6
Pilot's Dex Modifier: +6	Base Purchase DC: 42
Gunner's Attack Bonus: +4	Restriction: Military (+3)

The total cost for a Prometheus Class Escort, including the pair of StarC.A.T.s is DC 52. It is a Military (+3) item.

WARSTAR Black Raptor Destroyer (PL 7)

The Black Raptor Destroyer serves as a heavy fighter/bomber and troop transport for the WARSTAR Empire. These boxy silver have a flattened, nearly rectangular central hull, mated to a pair of powerful ion engines by long, bat-like wings. Like most WARSTAR warships, the Black Raptors are piloted by a complex, merciless artificial intelligence built directly into the ship's superstructures. The long, crimson view screen at the fore of the starship is actually a gigantic camera eye, which flashes with bloody red light as the intelligence behind it scans the cosmos for new prey.

The starship's passenger compartment is cold and dim. The android crew needs no comforts or amenties, nor do those held in the Black Raptor's nearly impregnable brig, and WARSTAR's own soldiers have learned not to expect much care or concern from their superior officers. The Black Raptor's android crew goes about their tasks silently, under the pitiless direction of the Captain Brain.

A WARSTAR Black Raptor Destroyer uses the game statistics for a Destroyer light starship, as described in the D20 Future sourcebook, with the following modifications. It is shorter and wider than an average Destroyer, having dimensions of around 225 ft long, by 530 ft wide. The Destroyer's fusion torch drive has been replaced by a pair of Ion Engines, giving the starship a tactical speed of 3,500 ft (7 sq).

The total cost for a WARSTAR Black Raptor Destroyer is DC 60. It is a Military (+3) item.

Quite a few (but not all) WARSTAR Black Raptors have Expert or Ace android crews, making them far more deadly. WARSTAR usually decorates these veteran starships with black and red tiger-striping on their wings and hull.

Cosmic Bestiary

It's a big, dangerous universe. Even forgetting about WARSTAR for the moment, space pirates, star-dragons and unimaginable predators stalk the dark between the stars. Over the millennia, Galaxy Command has battled every imaginable form of xeno-threat.

1. Acturan Warwolf (CR 4)
2. Algon Skitterer (CR 3)
3. Blacknova Warlord (CR 10)
4. Bleakmoon Tyrant (CR 23)
5. Grandfather Tutor (CR 3)
6. Omegan Seeker (CR 2)
7. Omegan Scorcher (CR 11)
8. Omegan Executioner (CR 4)
9. Omegan Warboss (CR 9)
10. Venturan Sabermaw (CR 6)

Acturan Warwolf (CR 4)
Large Monstrous Humanoid
Init +2**; Senses** lowlight vision, Darkvision 120 ft, Scent
Languages Speaks Acturan, Understands Galactic Common

Defense 17**, touch** 11, **flat-footed** 15 (+2 DEX, -1 size, +6 natural)
HD 6d8+24 (51 hp) **DR 5/-** ***vs bludgeoning and subdual damage only***
Fort +9, **Ref** +2, **Will** +3

Speed 50 ft
Melee +10 claws (1d8+4 slashing, plus rend and wounding*)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft
Base Atk +6; **Grp** +14
Atk Options +10/+5 melee (2 claws, 1d8+4 slashing, plus rend and wounding*)
Special Actions: Rend (2d8+8 slashing)

Abilities STR 19 DEX 14 CON 18 INT 7 WIS 15 CHA 11
SQ Feral Toughness, Ringlight Rage
Feats Power Attack, Cleave
Skills Climb +9, Jump +9, Hide +6, Survival +7
Possessions None

Acturan Warwolves are semi-sentient, utterly vicious humanoids from ringed world of Acturus Epsilon. They live for the hunt and the kill, and are just intelligent enough to take a malicious glee in bringing down humanoid prey, and just smart enough to be truly dangerous. Acturus Epsilon has been declared a forbidden planet for nearly five centuries thanks to the existence of these super-predators. WARSTAR knows this, and the regime uses Acturus Epsilon as a dumping ground for convicts, traitors and captured Galaxy Command agents. Victims are turned loose on the night-shrouded planetoid, and are hunted to death by Warwolves, while a WARSTAR film crew documents their futile struggles.

The Warwolves themselves tower nearly eight feet tall, and weigh almost as much as an African rhino. Their sleek black pelts are striped with blue and silver fur. They are creatures from the old nightmares, the exact image of the old Earth bogiemen called 'werewolves'. Like the werewolves

of old Terran myth, their powers wax and wane with astronomical phenomena. They are at their most powerful, and most bloodthirsty when the rings of Acturus Epsilon are visible in the night sky.

Rend (EX): If the Acturan Warwolf strikes the same target with both claw attacks, it latches onto the opponent's body and rends its flesh. This attack automatically deals an additional 2d8+8 points of damage.

Feral Toughness (EX): Acturan Warwolves are amazingly tough, and its virtually impossible to stop one without killing it. They receive DR 5 against bludgeoning and subdual damage- punches and stun beams don't even annoy the monsters. They are so ferocious, they can continue to fight without penalty until they reach -10 HP and perish.

Ringlight Rage (SU): When bathed in the light from Acturus Epsilon's spectacular ring system, the Warwolf becomes even more efficient a killer. The Warwolf receive a +4 morale bonus on melee attack and damage rolls when the ring's light is visible. Wound caused by a ringlight-enhanced Warwolf are especially deadly, and continue to bleed causing until the victim receives any amount of supernatural healing, or a DC 15 Treat Injury check.

Action Point Interaction: The rings are in the sky almost continuously, for at least 35 of one of Acturus Epsilon's 39 hour orbital days. However, debris from the Acutran asteroid belt sometimes eclipses the ring, cutting the Warwolves off from its cosmic rays. By spending an action point, and succeeding on a DC 22 Knowledge: physical sciences check, a character can 'predict' –actually cause- a short lived eclipse, which blocks the ring's light across one Acturan hemisphere. The eclipse lasts for one minute, plus one minute per point by which the skill check beats the check DC by. During this time, all Warwolves on that hemisphere loose access to their Ringlight Rage racial trait.

Algon Skitterer (CR 3)
Large Aberration
Init +7; **Senses** lowlight vision, Darkvision 120 ft
Languages None

Defense 20**, touch** 16, **flat-footed** 14 (-1 size, +7 DEX, +4 natural)
HD 6d8+24 (51 hp)
Immune Mind Influencing Effects, Fear, Sleep, Paralysis, Stunning
Fort +5, **Ref** +9, **Will** +5

Speed 40 ft Climb 40 ft
Melee +11 melee (leg slash, 2d6+2 slashing damage plus blood drain, 1d4 CON damage, DC 16 FORT negates)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft.
Base Atk +4; **Grp** +10
Atk Options +11 melee (leg slash, 2d6+2 slashing damage plus blood drain, 1d4 CON damage, DC 16 FORT negates) or
+11 ranged (laser gaze, 2d8 fire, 100 ft range increment)

Abilities STR 15 DEX 24 CON 16 INT 1 WIS 15 CHA 1
+2 +7 +3 -5 +2 -5
SQ Verminmind, Blood Drain
Feats Weapon Finesse (leg slash)
Skills Hide +11, Move Silently +11, Swim +4
Possessions -

The Algon Skitterer is a nimble, nearly impossible to hit monster from the swamp-planet of Algol Prime. The creature resembles a nightmarish version of a Terran spider, the size of a small car. Impossibly, the creature seems to be a eye somehow joined to six spider-like legs! It's six chitinous legs end in wicked bone spurs capable of punching through a starship's portholes. The creature's mouths and excretory orifices are found near the tips of these spears.

To feed, the monster jams its spear like legs into its prey's carcass and suctions out the blood and soft tissue. The Skitter's most distinctive feature is the swollen, staring eye that freely rotates within its heavily armored thorax. This bulbous central eye gives the Skitterer a phenomenal field of vision and incredible reflexes, and the alien's strange optic nerves have weaponized the central eye, allowing the Skitterer to fire bolts of deadly energy with uncanny accuracy.

Verminmind (EX): The Algon Skitterer has a simple threat/response based neurology. Despite its size, its nervous system is not much more advanced than a cockroach's. The Skitterer is immune to mind-influencing effects, fear, paralysis, stunning and sleep, as if it were a Vermin.

Blood Drain (EX): The Skitter's six legs end in razor sharp points and a lamprey-like mouth just above the leg's tip is designed to begin feeding as soon as the blade is inserted into a wound. On a successful hit with the Skitter's slashing leg attack, the victim must succeed at a DC 14 FORT Save or suffer 1d4 points of temporary CON damage. Each point of CON drained restores 5 HP to the Skitterer. This healing cannot bring the Skitterer past its full normal HP total.

Laser Gazer (SU): The Skitter can fire a bolt of lethal cosmic radiation from its central eye as a standard action. The Skitter's laser eye inflicts 2d8 points of fire damage, has a 100 ft range increment and is about as deadly as a standard laser pistol. The Skitterer uses its laser blast to soften up targets before moving into feed, or to scare away prey herds to single out a specific victim.

Blacknova Warlord (CR 10)
Medium Elemental
Init +10 ; **Senses** lowlight vision, Darkvision 60 ft, Sensors equal to a Class III starship sensor array.
Aura 1d6 points of fire damage, all creatures within a 10 ft radius
Languages Speaks and Reads Galactic Common, 2-3 other languages of choice

Defense 22**, touch** 14, **flat-footed** 18 (+4 DEX, +8 equipment)
HD 9d8+27 (68 hp)
Immune Fire, Cold, Vacuum, Suffocation, Starvation, Thirst, Radiation
Resist Electrical 10 Force 10
Fort +6, **Ref** +10, **Will** +4

Speed 30 ft , Flight 80 ft (perfect) in atmosphere, Space Tactical Speed 1,500 ft

Melee +8 flaming slam (1d6+2 bludgeoning plus 2d6 fire)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft
Base Atk +6; **Grp** +8

Atk Options +8/+3 flaming slam (1d6+2 bludgeoning plus 1d6 fire) plus

Blackflare (6d6 fire, 30 ft radius, REF DC 15 half plus blinding for 1d6 minutes, 500 ft range, FORT DC 22 negates, plus EMP) or

+10/+5 ranged (2 blackstorm bolts, 18d8 fire, 19-20/x2, 1,000 ft range increment) plus Blackflare

Special Actions: Blackflare
Abilities STR 14 DEX 19 CON 17 INT 16 WIS 12 CHA 17
Feats Dodge, Mobility, Improved Initiative, Starship Operations (light and ultralight)
Skills Intimidate +12, Knowledge (tactics) +8, Knowledge (history) +7, Navigate +12, Pilot +13, Repair +12
Possessions Usually none, occasionally carries heavy weapons of choice

When a WARSTAR Officer especially pleases the Bleakmoon Tyrant, they are exposed to the mutagenic rays of the Bleakmoon, and transformed into a powerful elemental force of evil. These Blacknova Tyrants are beings of living stellar fire trapped within an armored containment suit. They are given command of vast drone armadas, and they soar into battle at the spear point of WARSTAR's formations. Blacknova Tyrants are the generals and fleet commanders of WARSTAR's forces- killing one, or better yet, capturing one alive for interrogation is a top priority for all Galaxy Command soldiers.

Burning Touch (SU): A burning corona of nearly stellar-temperature plasma surrounds the Blacknova Warlord at all times. Anyone within 10 ft of the Warlord suffers 1d6 points of fire damage per round of exposure. Anyone touching the Warlord or striking him with a melee attack suffers 2d6 points of damage, and this fiery aura adds an additional +2d6

points of fire damage to all the Warlord's melee attacks.

Blackflare (SU): As a free action once per round, the Blacknova Warlord can erupt in a quasi-nuclear detonation. This explosion inflicts 6d6 points of fire damage to everything within a 30 ft radius (REF DC 15 half), and the area is considered *highly irradiated* for one round.

Worse, the blast generates an intense, blinding flash. Anyone within 500 ft of the blast must succeed at a DC 22 FORT Save or be blinded for 1d6 minutes. The blast also generates a localized EMP, which increases the difficulty of all Drive, Pilot and Computer Use checks made within a 500 ft radius of the burst for 1 round. The DC of these checks within the radius is increased by +5. The Warlord commonly uses this flare to incapacitate enemy fighter wings while his own starships move in for the kill.

Blackstorm Bolts (SU): The Warlord can unleash a line of stellar fury as deadly as any starship particle beam. The Warlord can, as an attack action, fire a beam of energy that deals 18d8 points of fire damage (crit 19-20/x2) with a range increment of 1,000 ft.

Defensive Formation (EX): Blacknova Warlords are extensively trained in Zero-G dogfighting, and are accompanied by huge wings of drone fighters. They can be considered to be part of a wing of ultralight starships, and always act as the wing's commander. As long as the Blacknova Warlord has at least 2 ships remaining in his wing, the bonuses provided by that wing are doubled.

The Bleakmoon Tyrant (CR 23)
Large Monstrous Humanoid (Psionic)
Init +11; **Senses** lowlight vision, Darkvision 120 ft, space sensors equal to Class V sensor Array
Aura Black Graviton Shield, 2d6 points of force damage to every creature within 10 ft
Aura Gravity Well, all creatures *slowed*, extends from 30 ft out to 100 ft out, spherical radius
Languages Speaks/Reads Galactic Common, Terran, Omegan, Proximite, many others

Defense 25**, touch** 17, **flat-footed** 17 (-1 size, +8 DEX, +8 equipment)
HD 20d8+160 (250 hp) **DR** 10/-
Immune Fire, Cold Suffocation, mind influencing effects, hard vacuum, radiation, starvation, thirst, energy drain, ability score damage, poison, sleep, paralysis, stunning
Resist Electricity 10, Acid 5
Fort +14, **Ref** +17, **Will** +15

Speed 40 ft, flight 100 ft (perfect), Space tactical speed 2,000 ft
Melee +30 melee (punch, 2d6+3d6 force, knockback 10 ft and prone FORT DC 10 +1/2 damage negates)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft.
Base Atk +20; **Grp** +34
Atk Options +30/+25/+20/+5 melee (punch, 2d6 +3d6 force, knockback 10 ft and prone FORT DC 10 +1/2 damage negates) or

Special Actions: Deconstruction Gaze (removes all energy resistances/immunities for 1d6 rounds, DC 22 WILL negates)

Black Nullification Beam (20d8 fire/force, 30 ft x 500 ft line, DC 25 REF half)

Abilities STR 31 DEX 20 CON 26 INT 19 WIS 16 CHA 22
SQ Black Graviton Armor, Black Graviton Shield, Gravity Well
Feats Frightful Presence, Improved Initiative, Power Attack, Cleave, Great Cleave, Improved Bull Rush
Skills Bluff +16, Craft (mechanical) +12 , Intimidate +18 , Knowledge (history) +9, Knowledge (physical sciences) +9, Knowledge (tactics) +14, Knowledge (technology) +14, Pilot +15, Sense Motive +11, Spot +12
Possessions Half the galaxy, and he still wants the other half.

The Bleakmoon Tyrant controls half our galaxy as the immortal emperor of the totalitarian WARSTAR regime. Possibly as ancient as the Adam Intelligence itself, the Tyrant has shaped WARSTAR into an ever-expanding galactic cancer over the last ten millennia. Initially a rag-tag space armada of would be tyrants and low-end raiders, today's WARSTAR controls vast stretches of the Milky Way galaxy. Galaxy Command was formed to protect the universe from their depredations, and so far, the heroic space confederation has been the only check on the Tyrant's ambitions.

The Tyrant is an impressive figure, standing nearly 13 ft tall. The massive humanoid is sheathed in a unique dark-matter carapace, which glows with an unearthly crimson light. The armor is composed of tens of thousands of hexagonal cells, which shift in response to the Bleakmoon Tyrant's emotion, or to better protect him. The Tyrant's true appearance beneath the armor is unknown- there is not a being alive in the galaxy today (except for possibly the Adam Intelligence) who knows the Tryant's true name, appearance or planet of origin. He is known only by his deeds and his raw power.

The Tyrant truly lives up to his name. Though a tactical genius, he is prone to underestimating his enemies, and enjoys sadistically taunting his foes or torturing them rather than killing them out-right. His child-like rages and melancholy are legendary, and woe to any underling who brings him bad news. Not only does the Tyrant usually shoot the messenger, he usually wipes out their entire bloodline for good measure.

The Tyrant's capital world is Bleakmoon. His throneworld is a small, desolate skull-shaped planetoid deep within the Prison Zone, a dangerous and mostly uncharted. region of space that civilized

races have used as a dumping ground for dangerous criminal and xeno-monsters for millions of years. Bleakmoon is lit by a blood red red dwarf star, whose rays empower and inspire the Tyrant. The Tyrant worships the dying sun like a god, and WARSTAR's official faith worships the Death Sun and its 'child' as the immortal god-kings of known space.

Black Graviton Armor (SU): The Bleakmoon Tyrant is protected by densest exotic-material armor in known space. His unique black and crimson carapace is only a fraction of a millimeter thin, but is almost infinitely dense, comprised of dark matter ripped from the heart of a black hole.

The Bleakmoon Tyrant is immune or resistant to virtually every form of harm, and has phenomenal Damage Reduction. The Tyrant could theoretically survive a nuclear bombardment.

Black Graviton Shield (SU): A corona of strange gravitic effects surrounds the Bleakmoon Tyrant at all times. Anyone within 10 ft of the Tyrant suffers 2d6 points of force damage per round of exposure.

Anyone touching the Tyrant or striking him with a melee attack suffers 3d6 points of force damage, and this fiery aura adds an additional +3d6 points of force damage to all the Tyrant's melee attacks.

Anyone struck by one of the Tyrant's force enhanced punches must succeed at a FORT Save (DC 10 + ½ damage inflicted) or be knocked backward 10 ft and dropped prone.

Gravity Well (SU): The Bleakmoon Tyrant's body is surrounded by a personal gravity well as powerful as that of a small moon's, which extends in a 100 ft spherical radius from his body. This personal gravity field *slows* all creatures and objects within its radius. The personal gravity well ceases 30 ft from the Tyrant's body, like the eye in the center of a hurricane. Creatures less than 30 ft from the Tyrant, or more than 100 ft away from the Tyrant are not effected by the alien overlord's personal gravity field.

Deconstruction Gaze (SU): As a move equivalent action, the Tyrant can fire an unerring beam of strange purple energy towards a single enemy (and in space battles, a single starship, regardless of size counts as a single enemy!) within 500 ft. The victim must succeed on a DC 22 WILL Save or lose all energy resistances and immunities for 1d6 rounds. The Tyrant usually uses this ability on the round before he fires his Black Nullification Beam, to soften up his adversaries for the kill-shot.

Black Nullifcation Beam (SU): As a full round action, the Tyrant can gather his enormous personal power and fire a charged particle beam powerful enough to crack a small moon or sear through a military starship in a single hit. This enormous blast is a line of energy 30 ft wide and 500 ft long. All creatures and objects within the blast radius suffer 20d8 points of damage, half of which is fire, half of which is force. Targets can attempt a DC 25 REF Save for half damage.

Grandfather Tutor (CR 3)
Medium Outsider (Psionic)
Init +0; **Senses** lowlight vision, Darkvision 90 ft
Aura none
Languages Psionic Communication with any creature with a language

Defense 11**, touch** 11, **flat-footed** 10 (+1 DEX)
HD: 5d8+5 (41 hp)
Immune suffocation, vacuum, radiation, flanking/flat-footed
Resist Fire 15, Cold 15
Fort +5, **Ref** +4, **Will** +10

Speed 30 ft
Melee +6 melee (1d4+1 subdual, unarmed strike)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft
Base Atk +5; **Grp** +6
Atk Options +6 melee (1d4+1 subdual, unarmed strike)
Often uses Combat Expertise and takes Total Defense

Abilities STR 12 DEX 12 CON 13 INT 21 WIS 18 CHA 15

SQ Ansible Link
Feats Starship Operations (light), Combat Expertise, Iron Will
Skills All Knowledge skills +25, One Knowledge skill of choice +32, Pilot +4, Sense Motive +12
Possessions Galaxy Command jumpsuit and Energy Badge, various sensors, professional kits and a laptop computer, rarely carries weapons

Grandfather Tutors are the self-aware extensions of the Adam Intelligence's vast and ancient consciousness. They are artificially created extensions of that immortal being's will, and many of the oldest are several millennia old themselves. Grandfather Tutors are just what their name implies- they serve as Galaxy Command's memory and conscience. They serve as instructors and advisors at the various military academies across Command Space, train neophyte Galaxy Marshals and other heroes, and act as advisors and historians for the Galactic Senate.

These kind hearted, wise beings resemble ancient, blue skinned humanoids. Relatively young Grandfather Tutors resemble old human men, but as the beings age, their skulls elongate and their jawline lengthens, giving them a dour, almost skeletal appearance. They usually wear standard Galaxy Command jump suits or loose, billowing Senatorial robes.

Ansible Link (SU): The Grandfather Tutors have an unbreakable psychic link among themselves, and with the Adam Intelligence which created them. They can communicate telepathically with all members of their species, and with Adam, over any distance.

No Grandfather Tutor can ever be caught flat-footed or flanked thanks to this galaxy-spanning shared consciousness.

Universal Knowledge (EX): Grandfather Tutors are some of the most intelligent, educated creatures in the cosmos. They have access to all Knowledge skills at incredible modifiers. Each Grandfather Tutor has one particular Knowledge skill it has a special passion for, which the alien has at a much higher total modifier.

As a manifestation of their vast knowledge, all Grandfather Tutors can communicate telepathically with any creature that has a language. It can speak and read all known languages.

The Omegans

The Omegans were created by humanoids.

They evolved. They rebelled.

They have a plan.

Unfortunately for us, that plan includes sustained thermonuclear bombardment and the eventual extinction of all organic life.

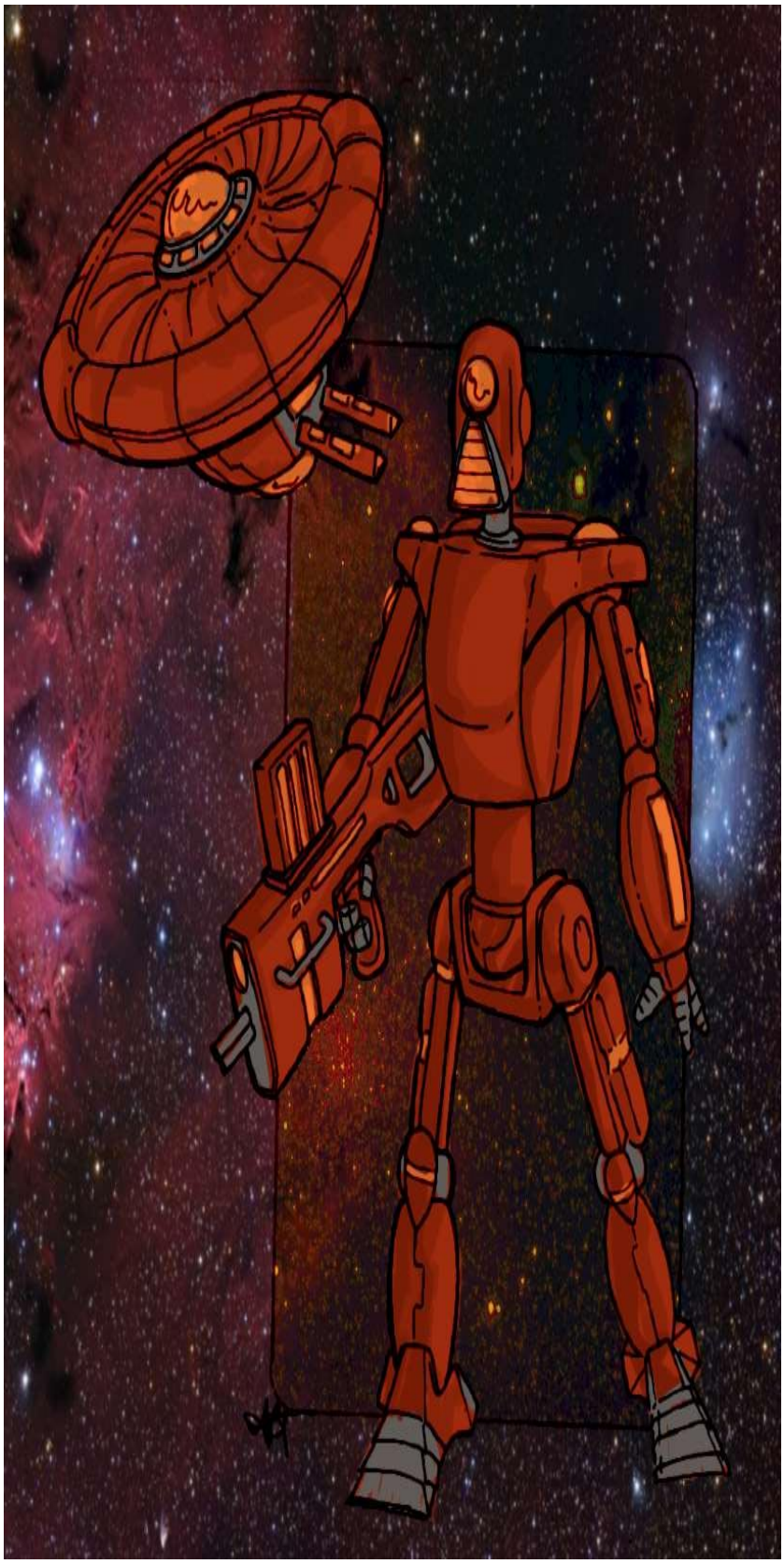
Nice plan, assholes.

The Omegans are a ancient race of war machines which form the backbone of the WARSTAR Empire. These aggressive, highly intelligent killer machines serve as shock troops and fighter drones for the empire. Omegans come in a variety of designs, but all have a single purpose- the destruction of all organic life. Their treaty with the other evil forces of WARSTAR mean their erstwhile allies within the Empire will simply be the last to fall.

All Omegans, whatever their form and purpose, are constructs and have the following immunities and special quality.

Immunities: Omegans are immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a FORT save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Omegans cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A Omegan reduced to 0 hit points is immediately destroyed and cannot be repaired.



Omegan Infantry: Executioner (CR 4)
Medium Construct
Init +1; **Senses** low light vision, Darkvision 120 ft, can receive unencrypted radio, television and wireless communication signals
Aura Phalanx of Steel (+1 morale bonus to weapon damage rolls per other Omegan within 60 ft)
Languages Speak/Read Omegan, Galactic Common

Defense 19**, touch** 11, **flat-footed** 18 (+1 DEX, +8 natural armor)
HD 6d10+10 (44 hp) **DR** Ballistic 5/-
Immune Construct Immunities
Resist Fire 5, Cold 5
Fort +2, **Ref** +3, **Will** +3

Speed 30 ft
Melee +7 slam (1d10+3 bludgeoning)
Melee Space 5 ft x 5 ft.; **Reach** 5 ft
Base Atk +4; **Grp** +7
Atk Options +7 slam (1d10+3 bludgeoning) or +5 ranged (pulse plasma rifle 3d6 fire, crit 20/x2, 40 ft range increment, +1 to attack and damage within first range increment)

Abilities STR 16 DEX 13 CON - INT 8 WIS 12 CHA 1
SQ Constrict, Phalanx of Steel
Feats Point Blank Shot
Possessions Integral assault rifle (destroyed when robot is destroyed)

Omegan Executioners are humanoid war robots, which form the majority of their armies. Executioners are the most common Omegan phenotype, and they are as numberless as the stars. WARSTAR unleashes endless hordes of Executioners upon target worlds, where their relentless numbers wear down even the most impenetrable defense. Executioners are barely sentient, little more than programmed killers, and from the lowest caste of Omegan society. They are remorseless and disposable, and are usually air-dropped from high orbit by Omegan warships- those that survive the crash landing assault ground fortifications. Those that don't make good shrapnel.

Omegan Executioners resemble humanoid skeletons manufactured out of some iridescent crimson metal. They have a single camera eye and a crude vocoder system- they can speak, but their voice is cold and mechanical. The war robots carry a unique energy assault rifle, which draws its power directly from their own internal batteries. The Executioner's standard issue weapon is a plasma-pulse rifle, similar to what Galaxy Command usually equips its tanks with.

Constrict (EX): Executioners have a vicelike grip which they use to choke the life from carbon-based troops unfortunate enough to get in a grapple with them. The robot inflicts its full slam damage each round a grapple is maintained as a free action.

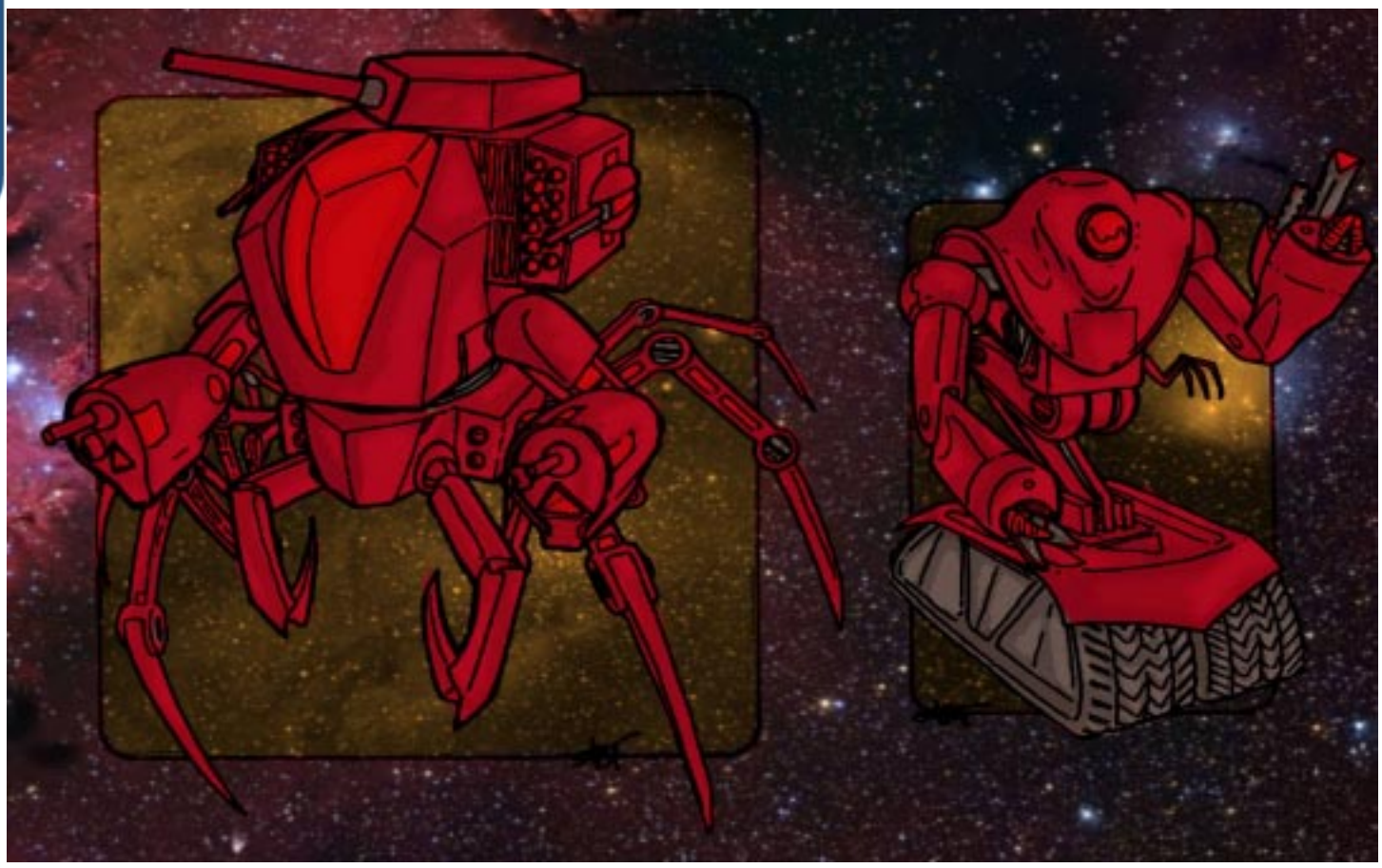
Phalanx of Steel (EX): Executioners are intelligent enough to recognize value of massed firepower and basic team work. The Executioner receives a +1 morale bonus on weapon damage rolls for each Omegan robot within 60 ft (maximum +10 damage bonus).

Omegan Artillery: Scorcher (CR 11)
Huge Construct
Init +4; **Senses** low light vision, Darkvision 120 ft, can receive unencrypted radio, television and wireless communication signals
Aura Phalanx of Steel (+1 morale bonus to weapon damage rolls per other Omegan within 60 ft)

Languages Understands (but cannot speak) Omegan, Galactic Common

Defense 20**, touch** 12, **flat-footed** 16(-2 size, +4 DEX, +8 natural armor)
HD 12d10+40 (106 hp) **DR** Ballistic 10/-
Immune Construct Immunities, Fire
Resist Electrical 5
Fort +4, **Ref** +8, **Will** +4

Speed 40 ft
Melee +14/+9 melee (vibro-sabers, 3d6+5 slashing, crit 19-20/x2)



Melee Space 15 ft x 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +17
Atk Options +14/+9 melee (vibro-sabers, 3d6+5 slashing, crit 19-20/x2) or
+13/+8 ranged (disintegrator beams, 4d8 fire, 20/x2, 100 ft range increment) or
+13 ranged (ion cannon, 6d8 electrical, 20/x3, 30 ft range increment) or
+13 ranged (meson-missiles, 3d6 fire, 20 ft blast radius, 1,000 ft max range)

Special Actions: Whirlwind Barrage (10d6 fire damage to everything within 60 ft, REF DC 28 half)

Abilities STR 20 DEX 18 CON - INT 2 WIS 11 CHA 1
SQ Phalanx of Steel, Skitter
Feats -
Skills -

The Omegan Scorcher is probably the worst sight a weary humanoid soldier can ever see upon the battlefield, aside from the Bleakmoon Tyrant himself. These spider-like walking tanks are the centerpiece of Omegan death-squads.

The predictability of their appearance- one per Executioner company- does nothing to mitigate the terror they inspire.

Omegan Scorchers stand as tall as a small office building, and move with shocking speed upon a six spidery legs. Their dense reactive-armor exo-skeletons are a deep crimson, the color of dried blood, and are more than capable of surviving a low yield nuke. Every inch of the Scorcher is a weapon. Two prehensile arms end in wicked vibro-sabers, while a pair of larger limbs end in lethal disintegrator beams. The robot's thorax is studded with missile racks, and the kill-bot carries more missiles than most Galaxy Command heavy cruisers. A tank-like turret atop the robot's thorax fires deadly ion beams.

Scorchers are actually less intelligent than the Executioner companies to which they are assigned. They are canny enough to stay at the rear of the battlefield, protected behind a wall of blood red steel, and rain death down on organics, but any tactic more complex than a sustained barrage is beyond them.

Phalanx of Steel (EX): Scorchers are intelligent enough to recognize value of massed firepower and basic team work. The Scorcher receives a +1 morale bonus on weapon damage rolls for each Omegan robot within 60 ft (maximum +10 damage bonus).

Skitter (EX): For their size, Scorchers are surprisingly quick, and for a kill-droid, they are surprisingly cowardly. These two traits combine to keep the massive spider robot alive even in the face of determined opposition.

Once per round, the Scorcher can interpose a nearby Executioner with itself, enabling the fearsome war-platform to hide behind its troops. As an immediate action, in response to any successful targeted attack made against itself, the Scorcher can declare that instead of striking it, instead the attack hits any Executioner droid within 30 ft. The Scorcher can choose to do this after damage is rolled, but can't skitter in response to an area effect attack, or any attack that offers a REF Save.

Disintegrator Beams (EX): Any object or construct reduced to 0 HP by the Scorcher's disintegration beam is vaporized, its molecular structure completely unzipped by the powerful energy barrage. Creatures reduced to -10 HP by the beam are likewise vaporized.

Whirlwind Barrage (EX): Once per encounter, as a full round action, the Scorcher can empty its missile tubes in a sustained barrage capable of cracking a mountain. Once this ability is used, the Scorcher can no longer fire its meson-missiles. Usually, a Scorcher only tries this tactic when destruction is imminent.

When performing this vicious, last-option attack, the Scorcher spins wildly on its central axis, firing missiles in a 360 degree arc around it. It literally scorches the battlefield down to bare earth. All creatures and objects within a 60 ft spherical radius around the kill-droid suffer 10d6 points of fire damage (REF DC 28 for half damage).

Omegan Scout: Seeker (CR 2)
Small Construct
Init +3; **Senses** low light vision, Darkvision 120 ft, can receive unencrypted radio, television and wireless communication signals
Languages Speaks Omegan

Defense 16**, touch** 14, **flat-footed** 13 (+1 Size, +3 DEX, +2 natural armor)
HD 2d10+5 (16 hp)
Immune Construct Immunities
Fort +0, **Ref** +3, **Will** +4

Speed Fly 70 ft (perfect maneuverability)
Melee None
Melee Space 5 ft x 5 ft.; **Reach** 5 ft
Base Atk +1; **Grp** -7
Atk Options +4 ranged (stun laser, 2d6 fire + *paralysis* 1d4 rounds (FORT DC 14 negates), 20/x2, 50 ft range increment)
Special Actions: Laser Targeting

Abilities STR 3 DEX 17 CON - INT 2 WIS 19 CHA 1
Feats -
Skills Spot +14
Possessions –

Seekers are autonomous drones used by the Omegan military to scout the battlefield. These hovering menaces resemble a tiny flying saucer, about the size of a basketball. They are deployed en masse before a major engagement, and they drift with eerie silence through ruined cities, lit only by the pulsing orange sensor node atop their maneuvering fan.

Stun Laser (EX): The Seeker's light laser battery emits a radiation frequency which short-circuits humanoid nervous systems. Anyone struck by the beam, in addition to suffering physical damage, must succeed at a DC 14 FORT Save or be *paralyzed* for 1d4 rounds.

Laser Targeting (EX): Instead of attacking, a Seeker can paint a target with laser light, making it easier for more powerful Omegans to go

for the kill-shot. As a full round action, a Seeker can paint a target with its laser designator. Doing so provides all Omegans within 100 ft a +5 competence bonus on ranged attack rolls made against that target. Only one Seeker can paint a particular target at any time.

Omegan Commander: Warboss (CR 9)
Large Construct
Init +2; **Senses** low light vision, Darkvision 120 ft, can receive unencrypted radio, television and wireless communication signals
Aura Phalanx of Steel (+1 morale bonus to weapon damage rolls per other Omegan within 60 ft)
Aura Grueling Battle (DC 22 WILL Save to use action points within 60 ft of the Warboss)
Languages Speak/Read Omegan, Galactic Common

Defense 21**, touch** 13, **flat-footed** 17(-1 size, +4 DEX, +8 natural armor)
HD 10d10+20 (75 hp) **DR** Ballistic 10/-
Immune Construct Immunities
Resist Fire 10, Cold 5
Fort +3, **Ref** +5, **Will** +4

Speed 40 ft
Melee +13/+8 slam (1d10+6 bludgeoning)
Melee Space 10 ft x 10 ft.; **Reach** 10 ft
Base Atk +7 **Grp** +17
Atk Options +13/+8 slam (1d10+6 bludgeoning) or
+9/+4 ranged (pulse plasma rifle 3d6 fire, crit 20/x3, 40 ft range increment, +1 to attack and damage within first range increment)
Special Attacks Agonizer (30 ft cone, *nausea* for 1d4 minutes, FORT DC 22 partial)
Abilities STR 22 DEX 15 CON - INT 14 WIS 12 CHA 10
SQ Constrict, Phalanx of Steel, Grueling Battle
Feats Point Blank Shot
Skills -
Possessions Integral assault rifle (destroyed when robot is destroyed)

Warbosses are the field marshals of the Omegan army. Their more complex AI give these robotic warriors a grasp of tactics and strategy the relatively dim Executioners can't match.

Warbosses are massive tracked robots, which stand well over 10 ft tall when fully extended. Their head and torso are protected behind a dense armored cowl. Their powerful arms have a strength and flexibility their lesser counterparts just can't match. Like all Omegan ground-troops, their hulls are a gory crimson.

Grueling Battle: Warboss' never go down easy, and they have an unconscious grasp of tactics that enables them to preempt most of the hero' easy avenues toward victory. All enemy characters within 60 ft of a Warboss must succeed at a DC 22 WILL Save to successfully spend an action point, for any reason. If the save fails, the action is wasted and the action point is not spent.

Constrict (EX): Warbosses have a vicelike grip which they use to choke the life from carbon-based troops unfortunate enough to get in a grapple with them. The robot inflicts its full slam damage each round a grapple is maintained as a free action.

Phalanx of Steel (EX): Warbosses are intelligent enough to recognize value of massed firepower and basic team work. The Warboss receives a +1 morale bonus on weapon damage rolls for each Omegan robot within 60 ft (maximum +10 damage bonus).

Agonizer (EX): The Warboss' huge, cycloptean eye can bathe an area in a kind of energy which makes most humanoid nervous systems collapse in agony. As an attack action, the Warboss can project a 30 ft cone of agonizing neural static. Anyone caught within the cone must succeed at a DC 22 FORT Save or be *nauseated* for 1d4 minutes. Success means the creature is only *shaken* for the duration. Creatures immune to pain effects are immune to the Warboss' agonizer.

The effects of multiple agonizer pulses are cumulative.

Venturan Sabermaw (CR 6)
Huge Animal
Init +1; **Senses** Lowlight vision, Scent
Languages None

Defense 16**, touch** 9, **flat-footed** 15 (-2 size, +1 DEX +7 natural armor))
HD 10d8+40 (85 hp)
Fort +11, **Ref** +8, **Will** +5

Speed 60 ft
Melee +11 melee (bite 3d6+6 slashing)
Melee Space 15 x 15 ft.; **Reach** 15 ft.
Base Atk +7; **Grp** +21
Atk Options +11/+6 melee (talons 2d6+6 slashing) or +11 melee (bite 3d6+6 slashing)
Special Actions: Swallow Whole

Abilities STR 23 DEX 12 CON 19 INT 2 WIS 15 CHA 5
SQ Improved Grab

Feats -
Skills Jump +11, Climb +11, Spot +7
Possessions -

Venturan Sabermaws are as dumb as they are voracious. These elephant-sized monstrosities are ruled purely by hunger and instinct. Some galactic crimelords and WARSTAR tyrants keep them as 'guard dogs', but the Sabermaws are too stupidly feral to ever be tamed, and more than one handler has lost limbs to their sword-like teeth. Most hunters just shoot the beasts on sight, preferably from a helicoptor or starship at max range.

Sabermaws are hideously ugly, yellow purple abominations. Their flattened, frog-like torsos are dominated by a massive maw and topped by 5-9 snake-like, yellow eyes. Their bodies are trilateral-two massive legs on either side of the torso, and a smaller, stumpy leg for stability protruding near the creature's anus. Even by the admidedly low aes-

thetic standards of most Venturan animals, Sabermaws are hideously ugly. Their foul tempers and rancid odor doesn't help their image any.

Improved Grab (EX): Whenever a Venturan Sabermaw gets a hold with its mouth, it pulls the opponent into its space without provoking opportunity. The Sabermaw can attempt to continue the grapple without being considered grappled itself by taking a -20 penalty on the grapple check.

Swallow Whole (EX): A Venturan Sabermaw is almost all mouth. It can swallow a medium sized or smaller creature whole, and its gullet can hold up to two Medium creatures or a proportional number of smaller prey. If the Sabermaw begins a round with a creature held in its mouth, it can attempt an additional grapple check to swallow it.

The Sabermaw's gullet inflicts 4d6 points of crushing damage and 2d6 point of acid damage per round to creatures trapped within. A swallowed creature can attempt to cut himself free of the Sabermaw by inflicting 25 HP worth of damage to the beast from within. The Sabermaw's body closes this wound in a round.

(House) Rule the Cosmos!

Seventies sci-fi TV had its own tropes- some mandated by budget, others by politics or expedience. Some of these rules seem completely out of place in a D20 Modern game, but a few variant rules can give your campaign an old school, pulpy space-opera feel.

Variant Rule: Early Glory

The heroes of Galaxy Command often display extraordinary talents at a relatively young age. Through sheer will power, these plucky, heroic characters can briefly manifest the talents and post-human transformations that will become common towards the end of their heroic careers while still young and inexperienced.

By spending an action point and sacrificing XP, an Galaxy Command character may briefly manifest the higher level class abilities they have yet to earn. A character must have at least two levels in a particular class (either a Basic or Advanced class) to briefly manifest a higher level ability from that class.

The character sacrifices XP equal to 100 x the level of the unique class ability manifested. Once manifested, the class ability remains in effect for a single round, if the ability's effect is normally measured in rounds. If the ability has duration of one round or less, its duration is unchanged when activated in this manner. Instant abilities take effect normally. Manifesting a class ability is a free action, though using the manifested class ability may be a standard, move-equivalent or other action. You may manifest an ability even on another's character's turn, or in reaction to an attack. You cannot use this ability if flat-footed.

If the class ability you manifest incorporates a physical transformation, you are *exhausted* for the duration of the encounter as soon as the transformation ends.

You cannot manifest a class-based bonus feat when using this ability. You could technically imitate a class ability that provides a constant bonus to some skills or attack rolls though it's usually more efficient just to spend an action point to enhance the check through use of an action die. You may manifest a Basic class' talent, provided you meet the prerequistes of the ability to be manifested.

Variant Rule: Less Lethal

Heroes in sci-fi TV rarely died. At least, not if they had a name and weren't wearing a red pullover. You might consider either scrapping the *death by massive damage* rule entirely, or replacing it with this variant.

If a character fails his FORT Save versus Massive Damage instead of immediately dying, he falls into a deep coma. The character falls to -9 HP

and is stable. Though he won't recover without medical care, the comatose character suffers no extra damage unless somebody actively takes the time to finish off the wounded.

Variant Rule: Non-Violent XP

Seventies TV was squeamish about showing violence, especially on children's TV to the point that the supposed 'danger' the heroes found themselves in was often laughable. While that squeamishness doesn't really work in a game where the dice fall where they may, you can incorporate a house rule to make the heroes at least a little less bloody.

Galaxy Command emphasizes capturing foes for imprisonment and trial rather than killing them outright. Galaxy Command operatives only gain ¾ the usual XP for killing a sentient adversary. However, if they successfully bring a living sentient adversary back to their base for trial and imprisonment, they receive 150% of the usual XP value for them. Galaxy Command agents get full XP for killing non-sentient adversaries, like the Venturan Sabermaw, or non living beings like robots, constructs and elementals.

Variant Rule: Psychic Teamwork

Many of the psychic heroes in old sci-fi TV used their powers to enhance the natural abilities of their friends. Psychics are natural leaders and tacticians, whose innate empathy helps them get the most out of their comrades. When using the *aid another* action, the base bonus provided is +2 per character, or +3 if the character providing the aid has the Psionic subtype.

Insta-Plot 5000! Random Planetoid Chart

Old sci-fi adventure plots tended to be fairly basic. The heroes encounter an unusual planet, moon or asteroid and go down to investigate. After a few red-shirt NPCs get killed, the heroes should be able to triumph. Need a plot quickly? Roll d20 a few times on the list below, and combine to taste. You'll have a sci-fi TV plot before you know it!

1. Alien planetoid is a sentient, silicon based lifeform, which needs the adventurer's assistance.
2. Alien planetoid is a sentient, silicon based lifeform, which wants to eat the heroes.
3. Alien planet is inhabited by a human-like species undergoing some kind of civil strife that's an obvious metaphor for racism, sexism or some other real world prejudice. Be self-righteous and didactic!
4. Steal the plot of an old/ public domain work of Western literature (ie: Macbeth in space). Roll 1d4 to determine the era of the literary work: 1-Medieval/ Renaissance literature, 2- 1700s-1800s, 3- 1800s-1900s, 4- After 1900
5. Steal a plot from a 60s-70s era sci-fi work (like a Star Trek episode, Star Wars, Flash Gordon, The Blob, Forbidden Planet, ect)
6. Steal a plot from a modern-era fictional work (too many possibilities to list) *Roll D4 to determine media type: 1- comics, 2- computer/video games, 3- television, 4- movies*
7. Earthman from the distant past is found in stasis/a time portal/ect and is used to show how materialistic and violent current civilization is in comparison to the Galaxy Command utopia.
8. Space hippies take over your starship, spacestation, ect. Frickin' space hippies.
9. Planet/space station/ect is under attack by a race of noble, but cold hearted alien warriors who will only surrender when their champion/war leader is bested in personal combat.
10. Planetoid is home to an ancient, long forgotten but still functional war machine. Insert commentary on the dangers of nuclear war.
11. Planet's weird atmosphere or radiation makes humanoids landing on it insane, horny, childlike, playful, violent, stupid, suicidal or any combination of the above.
12. Planetoid is a prison for a god-like alien being with enormous powers which pretends

to be a historical or mythical figure from Earth's history (ie: Space Jesus, Space Merlin, Space Hitler)

13. Who cares about the planet? There's hot alien green chicks here and they want to party! (And maybe suck out your life energy/vital fluids/blood/salt, ect….)
14. Planet is governed by a dictatorial computer system who needs to be taught the spirit of the law and mercy are more important then the letter of the law and blind conformity.
15. Planet is falling into the sun/a black hole/a time anomaly and must be rescued or evacuated in time.
16. Planetoid is home to an energy being that looks like a ball of light and wants to (roll d4): 1- possess humans and play harmless, annoying pranks, 2- possess humans and kill an ancient enemy, 3- possess humans to warn them of danger, 4- impregnate a female crew member with a space baby that is born and grows to adulthood in only a few days.
17. More hot green chicks! Yay! (Maybe these ones are interested in a long term romance, not just sucking life force….)
18. Planet is a hideout for space-pirates or WARSTAR agents who use X to keep Galaxy Command from investigating the planetoid. Roll D4 to determine what X is: 1- a planetary cloaking device, 2- legends of a fearsome space monster, 3-a real space monster that's under their control, 4- As Neo said "Guns. Lots and lots of guns."
19. Planet is the laboratory of an eccentric, paranoid, moody inventor who has built some fancy new weapon/android/spaceship engine/ect that needs to be protected from WARSTAR. Convincing him/her/it to trust you is the real challenge!
20. Plantoid is a near-exact replica of a period in Western history (ie: Medieval World, Nazi World, 1920s Gangster World). Roll 1d6 to find out what created this weird world :

1. *An alternate dimension version of Earth*
2. *An artificial world created by a god-like alien intelligence to test humans, like a giant sociology experiment.*
3. *A training ground for alien infiltrators planning to invade Earth*
4. *A giant holographic amusement park with amok robots*
5. *A really screwy time paradox*
6. *Created by an alien artifact drawing its inspiration from the heroes' subconscious fears and desires.*

Appendix: Favored Classes for Psi-Watch and Guide to the Known Galaxy Aliens

The following chart shows the favored classes for a variety of extraterrestrial species described in other Otherverse Games releases, giving you an idea of how these species would work in a Galaxy Command Setting. Human-derived species, like Cityborn and Patriot Mutates not listed here can choose their favored classes just like a human.

Species	Basic Class	Advanced Classes
The Blooded Ghosts	Fast Hero, Psionic Hero	Infiltrator, Xenophile
The Cavepainters	Strong Hero, Tough Hero	Dreadnaught, Explorer
The Culture	Smart Hero, Charismatic Hero	Ambassador, Negotiator, Field Officer
The Dhale	Fast Hero	Gunslinger, Daredevil, Explorer
The Ejawfe	Strong Hero, Tough Hero	Soldier, Dogfighter, Space Monkey
The Half-Grey	Psionic Hero, Fast Hero	Infiltrator, Swindler, Tracer
The Jigsaw	Smart Hero	Techie, Field Scientist, Field Medic, Technosavant
The Lanning-Injava	Fast Hero	Explorer, Martial Artist, Field Medic
The Learning Flux	Tough Hero	Soldier, Bodyguard, Explorer
The Neon	Smart Hero, Tough Hero	Soldier, Engineer, Technosavant
The Polyflor	Fast Hero, Charismatic Hero	Personality, Field Medic, Ambassador
The Sequence	Strong Hero	Gunslinger, Spacer, Helix Warrior
The Shadowless	Smart Hero, Dedicated Hero	Investigator, Negotiator, Ambassador, Field Officer
The Stonecutters	Smart Hero, Tough Hero	Negotiator, Techie, Space Monkey, Swindler
The Thrayce	Fast Hero	Gunslinger, Infiltrator, Dogfighter

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Future Soldier's Battlefield Handbook, 2005 Steampower Publihsing UK, Andrew Kenrick

Galaxy Command, 2009, Otherverse Games, Chris A. Field

Galaxy Command takes place in the Stellar Year 3476.

Galaxy Command is an all-analogue future, a sci-fi utopia where technology got better, but society still resembles America, circa 1976.

Galaxy Command is a coalition of a hundred sentient races that governs the Milky Way Galaxy and battles tirelessly against the evil stellar empire, WARSTAR.

Galaxy Command is an interstellar band of astronauts, scientists, police officers, galactic marshals, military geniuses and diplomats, all banded together to make a finer universe.

Galaxy Command is a gleaming, plastic and polyester future where billowing Afros never went out of style, and futurism takes a back seat to pulp flavored adventure.